

# Adam Satok

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## SKILLS

**LANGUAGES:** Ruby • JavaScript • C • C++ • C# • SQL • Python • Swift • Java • HTML • CSS

**TECHNOLOGIES:** Rails • Linux • Git • Postgres • Docker • Unity • Selenium

## EXPERIENCE

### INFLUITIVE

May - Aug 2018

#### Backend Software Developer Intern

- Developed the RoR backend for Influitive's new multi-tenanted discussions platform, increasing user engagement and inspiring a communal experience
- Migrated millions of accounts and objects to the new platform with parallel data migration, in-memory databases, and idempotent operations
- Overhauled the analytics tool, reducing query time from six hours to one minute, allowing for real-time reporting

### MITRE MEDIA

Sept - Dec 2017

#### Ruby on Rails Developer Intern

- Added over 20 new filters to the dividend.com screener, tripling its page views from 10,000 per day and allowing users to easily find stocks that match their needs
- Restructured the dividend.com database by introducing caching, improving SQL queries, and removing inefficient joins, saving hundreds of thousands of requests per day and decreasing latency by up to 50% on many pages
- Built an automated system that mathematically ranks dividend paying stocks using ruby scripts

### METROLAND MEDIA

Jan - April 2017

#### Software Engineer in Test Intern

- Built a dynamic suite of Selenium Python scripts to perform an automatic regression test on save.ca covering 130 test cases and saving 20+ hours a week of manual testing
- Engineered a new testing workflow which significantly reduced the number of bugs and hotfixes

### BRANDSPARK INTERNATIONAL

May - July 2016

#### Software Engineer Intern

- Created a 3D packaging viewer which was presented at the Best New Product Awards Show to promote BrandSpark to over 500 company representatives
- Updated the company's online image by redesigning the front end of BrandSpark's client portal website

## PROJECTS

### BALL SPRINT - iOS App

Oct 2017 - Jan 2018

- Created and shipped an addictive game where players dodge obstacles to achieve the highest score possible
- Implemented game physics, randomly generated levels, and particle effects in Swift using SpriteKit

## EDUCATION

### University of Waterloo Bachelor of Computer Science - 4th Year

Sept 2015 - Present

- Maintaining a 3.52/4.0 GPA
- Relevant Courses: Algorithms, Data Structures, Operating Systems, AI, Databases, Combinatorics

**Leadership:** Co-Organizer of the 2018 AEPi Charity Mile event which raised over \$20,000 for B'nai Brith Canada

**Extra-Curricular:** Intramural hockey and soccer, filmmaking, indie game development