

# Adam Satok

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## SKILLS

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

**TECHNOLOGIES:** AWS • Linux • gRPC • Git • React • Kubernetes • Unity • .NET • Rails • Docker

## EDUCATION

**UNIVERSITY OF WATERLOO COMPUTER SCIENCE, BUSINESS OPTION**

**Sept 2015 - Aug 2020**

- Relevant Courses: Networks, Security, Operating Systems, Algorithms, Data Structures, AI, Combinatorics
- Maintaining a 3.56 GPA

## EXPERIENCE

**POSTMATES**

**Jan - April 2020**

**Software Engineer Intern**

- Extended Postmates' tax engine to charge merchants sales tax on commissions, collecting tens of millions of unclaimed tax dollars annually (Golang/Python)
- Migrated Postmates' tax calculation system to a third-party tax provider (Vertex), improving tax rate accuracy for government compliance (Golang)

**AMAZON**

**Sept - Dec 2019**

**Software Development Engineer Intern**

- Developed an internal console for merchant data in the Fulfillment by Amazon network. Created a serverless architecture by leveraging Lambdas for logic and data calls while storing pre-compiled react assets in S3 (Python)
- Reduced application's cold start time from 30+ seconds to 200 milliseconds by caching configs in DynamoDB

**ZAZZLE**

**Jan - April 2019**

**Server Software Engineer Intern**

- Engineered a caching system to pre-render designs, eliminating order processing delays of up to 5 minutes (C#)
- Developed internal tools, allowing for live modification of Zazzle's marketplace and product manufacturing data (C#)

**INFLUITIVE**

**May - Aug 2018**

**Software Engineer Intern**

- Developed the Ruby on Rails backend for Influitive's new multi-tenanted discussions platform, increasing user engagement and inspiring a communal experience (Ruby)
- Migrated millions of accounts and objects to the new platform with parallel data migration, in-memory databases, and idempotent operations (Ruby)

## PROJECTS

**THE LOGICAL PRISONER - ML Model**

**Jan 2019 - Feb 2020**

- Developed a model that generates a winning strategy for the repeated prisoner's dilemma given a pool of strategies

**BALL SPRINT - iOS App**

**Oct 2017 - Jan 2018**

- Created an addictive game where players dodge obstacles to achieve the highest score possible

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

**Extra-Curricular:** Varsity ball hockey, Intramural ice hockey and soccer, biking, indie game development