Adam Satok

Waterloo University Computer Science 3A
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SKILLS

LANGUAGES
JavaScript • C • C++ • C#
Ruby • Python • Swift • Java
HTML • CSS • SQL • PHP
FRAMEWORKS
Rails • React • Yii
TOOLS/SOFTWARE
Git • Linux • Vim
Selenium • Unity • UE4

EDUCATION

UNIVERSITY OF WATERLOO
Bachelor of Computer Science, Faculty of Mathematics (3A)
• Achieved an 87% average in core courses in most recent semester
• Nominated for Residence Leadership Award: Awarded to the most involved student
• President's Scholarship of Distinction: 95%+ average in final year of high school

LEADERSHIP

• Representative for Residence Council, University of Waterloo
• Brother of AEPI Fraternity
• University of Waterloo Intramural Basketball, Hockey, Ball Hockey, and Soccer
• Captain and Head of Programming, FIRST Robotics Team, Tanenbaum CHAT

HOBBIES

• Hockey, running, video games, filmmaking, meditation, and mindfulness

EXPERIENCE

MITRE MEDIA | Ruby on Rails Developer
September - December 2017
• Majorly involved in the development of the dividend screener for dividend.com, allowing users to filter over 4500 stocks by more than 30 parameters
• Programmed automated Dividend Advanced Rating System which mathematically ranks all North American paying stocks based on 5 core metrics
• Contributed to the new dividend.com free trial funnel, by creating a new co-registration system, allowing users to trial other Mitre websites and products

METROLAND MEDIA | Quality Assurance Engineer
January - April 2017
• Built a dynamic suite of scripts to perform an automatic regression test on Save.ca which will be used in the future as a replacement for co-ops
• Delivered critical bug fixes in a timely manner on 5 independent websites
• Improved general quality assurance infrastructure by engineering a new testing workflow which heavily reduced the number of hotfixes

BRANDSPARK INTERNATIONAL | Javascript Developer
Summer 2016
• Created a 3D packaging viewer which was presented at the Best New Product Awards Show to promote BrandSpark to over 500 marketers
• Redesigned and rebuilt the front end of Brandspark's client portal website
• Created custom surveys in JavaScript sent to thousands of users for market research

PROJECTS

BALL SPRINT | IOS App
October - Present
• Independently created an addictive, fast-paced action game where players dodge obstacles, and collect power-ups to achieve the highest score possible
• Working with an AppLovin investor to further develop gameplay and strategize marketing
• Level based system along with unlockable rewards keep players engaged, causing high user retention

HATE THE WAIT | Web App
February 2017 - Present
• Collaborated with two other programmers to develop hatethewait.ca, a web application used to give doctors a tool to automatically notify patients of delays
• Built the user interface to allow users to sign up for notifications on when their appointments are delayed in an efficient manner
• Working with doctors to further understand the industry needs for wait time information

CUBICLE CODER | Javascript Game
January - March 2017
• Independently created an online clicker genre game where the main character is a programmer seeking to upgrade and optimize his work cubicle
• Players must strategize where to allocate their resources as inefficient purchasing will lead to slow game progress