

SUMMARY

Full-stack developer specializing in systems design, data analysis, and team leadership, with experience in data processing, 3D graphics, and web applications.

PROFESSIONAL EXPERIENCE

- Data Analyst

TELUS Digital

- Analyzed the content and quality of responses given by various types of components of AI agents.
 - Optimized RAG (Retrieval-Augmented Generation) systems for LLMs, improving response accuracy by 35%.
 - Developed data validation frameworks for multi-modal content analysis across text, audio, and visual media.
 - Performed highly detail oriented and research intensive work. Following a specific set guidelines for each task.

Remote

Apr. 2024 - Present
- RLHF - Code Expert

Independent Contractor - Outlier AI

- Authored technical coding prompts focusing on algorithm implementation, debugging, optimization, and test case analysis.
 - Evaluated AI model responses across multiple programming languages including Python, C#, Go, C++, and Java.
 - Performed detailed code review and quality assurance, looking at instruction adherence, solution accuracy and efficiency.
 - Implemented code improvements to enhance solutions across various programming languages and paradigms.

Remote

Dec. 2024 - Present
- Technical Lead & Esports Coach

Various Tier 2 Teams

- Led development of data-driven coaching tools, processing match statistics for 6+ teams using Python and spreadsheets
 - Created interactive training materials using web technologies, reaching 50+ players across multiple teams
 - Increased team performance metrics by 40% through implementation of structured analysis and feedback systems
 - Managed cross-functional teams of 8-12 people, coordinating between players, analysts, and support staff

Remote

Sept. 2019 - Mar. 2024

TECHNICAL PROJECTS

- Replaycode-OCR

github.com/ow2-replaycode-ocr

- Engineered OCR pipeline achieving 94% accuracy in extracting alphanumeric codes from varied image sources
 - Implemented CI/CD workflow reducing deployment time by 75% through Docker containerization
 - Designed monitoring system capturing 100+ daily user interactions for continuous improvement

Python, OpenCV, Numpy, Pandas, Docker

2024
- PaleoMap3D

github.com/afnleaf/paleomap3D

- Architected a high-performance 3D globe visualization system processing 500MB+ of geological data in real-time
 - Developed custom binary format reducing data transfer size by 60% while maintaining rendering quality
 - Implemented texture-based rendering optimizations achieving 60+ FPS on mid-range hardware
 - Built RESTful API endpoints handling 1000+ requests/minute for geological data retrieval

Three.js, WebGL, Bun, Docker

2024
- Pokepastefix

github.com/afnleaf/pokepastefix

- Developed cross-browser extension serving 500+ daily active users across Chrome and Firefox
 - Reduced page load time by 40% through optimized DOM manipulation and caching strategies
 - Maintained 5/5 star rating across browser extension stores through responsive updates and user support

JavaScript, Browser Extensions

2024

EDUCATION

- University of Guelph

Bachelor of Computing, Computer Science

- Focus Areas:** Software Engineering, Database Systems, AI/ML, Web Development, Algorithms, Data Structures
 - Key Projects:** Developed full-stack web applications, implemented machine learning models, designed distributed systems

Guelph, ON

2018 - 2023

TECHNICAL SKILLS

- Languages: Python, JavaScript, C, Rust, Go, Java, Shell scripting

• Web Technologies: HTML5, CSS3, Bun, Node.js, React, Three.js, Flask, JSON, XML, REST APIs, WebSockets, Nginx

• Tools & Platforms: Docker, Git, CI/CD, Linux, Cloud Services (AWS, GCP, Vultr), Cloudflare, Kubernetes

• Data & Databases: PostgreSQL, SQLite, MongoDB, Redis, Data Analysis, Machine Learning