

Aidan Traboulay

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Skills

Languages C, C++, Python, Rust, Java, JavaScript / Typescript, PHP, Go, SQL, Bash
Frameworks React.js, Node.js, Svelte, Flask, Django, Laravel, Actix Web, Gin
Dev Tools AWS, Confluence, Docker, Firebase, Git, Google Cloud Platform, Jira, Kali Linux, LaTeX, Metasploit, Wireshark

Experience

Vice President of Development & Technology

Waterloo, Ontario

LAURIER COMPUTING SOCIETY

Jan 2022 – Present

- Managed an agile-development team of **11** members to successfully run multiple events and initiatives for over **4000** students
- Successfully ran 3 iterations of the PODS Program, a semester-long initiative to provide 5 teams of 5 students each, to develop and launch a successful project in a working environment, using agile methodologies and various technologies - See [here](#)
- Spearheaded the organization and execution of a month-long hackathon event, mentoring over **400** students in partnership with the Computer Science and Data Science clubs at the University of Waterloo
- Technologies:** Notion, React.js, TypeScript (TSX), JavaScript (JSX), Google Firebase, Discord API, Git

Vice President of Engineering

Waterloo, Ontario

HAWKHACKS

Sept 2022 – Present

- Managed an agile-development team of over **15** members to successfully orchestrate a hackathon attracting over **750** participants in our first year
- Developed a **Major League Hacking** approved website for the hackathon using **React.js** and **Firebase** which increased interest by **100%** - See [here](#)
- Developed a portal for participants to sign up, login and view relevant information to their application and continuous updates on the event days which integrates with Apple Wallet and Google Wallet apps
- Technologies:** Notion, React.js, TypeScript (TSX), JavaScript (JSX), Google Firebase, Discord API, Git

Analyst Programmer Intern

Port-of-Spain, Trinidad & Tobago

GUARDIAN GROUP

May 2021 – August 2021

- Led the implementation of **reCAPTCHA** in **React.js** forms using hooks, resulting in a substantial **95%** reduction in bot spam, thereby improving overall site security - See [here](#)
- Facilitated effective task and issue tracking using **Azure DevOps** boards, adopting **Agile** and **Scrum** methodologies which enhanced team collaboration and workflow
- Technologies:** React.js, TypeScript (TSX), JavaScript (JSX), Google reCAPTCHA, Azure DevOps, Git

Software Engineer Intern

Port-of-Spain, Trinidad & Tobago

WiPAY CARIBBEAN

Feb 2020 – May 2020

- Developed an experimental **Android** application for the WiPay platform which increased platform interest by **75%**
- Redesigned and refactored the internal admin panel codebase using **Laravel**, **MySQL**, and **Apache**, significantly enhancing usability
- Enhanced the performance and security of a **Laravel**-based **RESTful API** designed for credit card payment processing, resulting in improved user experience and transaction efficiency
- Technologies:** Laravel, Apache, MySQL, PHP, Android (Kotlin), Git

Education

Honours Bachelors of Science in Computer Science

Waterloo, Ontario

WILFRID LAURIER UNIVERSITY

Sept. 2020 - June 2024

- Relevant Coursework:** Data Structures, Algorithms, Parallel Programming, Operating Systems, Compilers, Computer Networks

Certifications

Developing Cloud Applications with Node.js & React, IBM, edX

2022

Cybersecurity Professional Certificate, Google, Coursera

In-progress

Azure Security Engineer Associate (AZ-500), Microsoft, Coursera

In-progress

Security+ (601), CompTIA, Simplilearn

In-progress

Projects

Rendezvous Bot

Waterloo, Ontario

PYTHON, DISCORD.PY, PY-CORD

Jan 2022

- A Python-based Discord bot which utilizes the **Pycord** library and the **Ticketmaster API**, hosted on **Google Cloud**'s Compute Engine which allows users to find and filter events worldwide through their Discord servers
- Implemented a cache system is used to reduce latency by associating an **API URL** with its result and a **UNIX** timestamp

RTracer

Waterloo, Ontario

RUST

Sept 2022 – July 2023

- A lightweight **CPU-based** Rust raytracer that supports key features such as spheres, lambertian reflection, metal-like surfaces, and dielectrics to simulate light bouncing off and refracting through various materials.
- The program calculates how light interacts with objects in a 3D scene to generate detailed, photorealistic images. It also uses anti-aliasing techniques for higher image quality and incorporates a pseudorandom number generator to model the random scattering of light and scene generation.