

Alexander Greff

Toronto, ON

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Able to work in Canada, USA or remotely

Skills and Technologies

Languages - JavaScript, TypeScript, Java, C/C++, C#, Python, Shell/Bash, SQL, HTML5, CSS/SCSS, ASM, WebAssembly, Dart, Haskell

Libraries and Frameworks - Vue, React, Flutter, JQuery, Bootstrap, Node JS, Express, GraphQL, Gridsome, Webpack

Technologies and Tools - JIRA, Confluence, Trello, Figma, Git, Docker, MongoDB, PostgreSQL, Travis CI, SVN, Unity, Blender

Concepts - Data Structures, Dynamic/Linear Programming, OOP, Agile, RESTful API Design, Responsive Design, CI/CD Pipeline

Experience

Pinch - Local Delivery | *Co-Founder & Chief Technology Officer*

Sept 2020 - Present

- Co-founder of startup for economically viable mobile delivery platform with profitable business model reducing 15-30% commission down to 1%
- Utilizing Flutter to develop cross-platform mobile applications with a single codebase, greatly reducing development time
- Aided in high-fidelity Figma prototype design process, optimizing UI page-flow and minimizing color pallet eye-strain

University of Toronto | *Teaching Assistant (CSCB09 - Systems Programming)*

Jan 2020 - Aug 2020

- Facilitated weekly 30-person lab sections, successfully helping students understand lab, course, and assignment material
- Assisted course professors with providing marking and feedback for over 150 student tests and assignments
- Developed and maintained automarker system utilizing technologies including Bash/Shell, C and Python

CaseWare | *Software Developer Intern*

Jan 2019 - Aug 2019

- Proposed and led development of dashboard proof-of-concept web application using React and Redux to replace legacy dashboard application
- Responsible for developing dialog system upgrade using Vue, substantially improving code quality and reusability
- Researched and implemented over 20 improvements for CaseWare Audit, improving performance and user experience

TMHR Consulting | *Mobile Game Developer*

Apr 2014 - July 2018

- Performed multi-platform, software development and design of mobile games for iOS and Android devices utilizing C# and Unity

Relevant Projects

Shabam [↗](#) | *Music-recognition web app*

Jan 2020 - Present

- Developed audio recognition data structure that offers noise robustness, high scalability and is more than 20,000 times faster than traditional brute-force searching
- Client-side audio fingerprinting process utilizes WebAssembly to increase performance reliability by over 200%

Pintos | *Operating system 5-project suite*

May 2020 - Aug 2020

- Fully completed Pintos project suit, passing 100% of all project tests and requirements
- Gained technical proficiency with implementing key operating system concepts including, priority scheduling, user programs, virtual shared memory and index-based file system

SyncTune [↗](#) | *Peer-to-peer music synchronization web app*

Feb 2020 - May 2020

- Developed responsive web application using WebRTC to synchronize music across multiple devices in real-time, effectively creating one unified speaker

Personal Website [↗](#) | *Personal portfolio website*

May 2020 - Aug 2020

- Developed a responsive personal website to showcase projects and work experience
- Statically generated using Vue with Gridsome (Gatsby alternative for Vue), drastically improving load time performance compared to traditionally served web applications

Education

University of Toronto | *H.B.SC, Computer Science*

Sept 2017 - Apr 2022

- Candidate, Honors Bachelor of Science (Co-op)
- Computer Science Specialist (Software Engineering Stream)