

Alex Turianskyj

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🎓 EDUCATION

McGill University, B.Eng in Software Engineering Co-op GPA: 3.68/4.00 | Aug 2021 – Dec 2025
• Relevant Coursework: Algorithm Design, Applied Machine Learning, Parallel Computing, Operating Systems

💻 SKILLS

Programming: Python, TypeScript, Java, C#, C++, SQL
Tools: Git, GitHub Actions, Postman, Bash, Unity, Jira
Testing: JUnit, Selenium, Cypress, Jest, Pytest

Frontend: Angular (NgRx), React, HTML, CSS/SCSS
Backend: Spring Boot, .NET, PostgreSQL, REST API
Languages: English (native), French (native)

📁 WORK EXPERIENCE

Autodesk, Software Developer Intern Montreal, QC | May 2025 – Aug 2025
• Enhanced Fusion's concurrent properties panel for real-time collaborative editing using **TypeScript** and **React**.
• Resolved persistent bugs and authored **Jest** and **Cypress** tests, improving the panel's usability and stability.
• Addressed critical **C++** backend issues, ensuring cache and analytics integrity with **Catch2** regression tests.
• Actively contributed to sprint planning and execution, managing and resolving assigned feature tickets in **Jira**.

Matrox, Software Engineering Intern Montreal, QC | Jan 2024 – Aug 2024
• Developed a diagnostic **TypeScript** application and custom **C# WebSocket** logger to streamline device analysis.
• Optimized log storage and filtering, preserving 75% more logs and supporting up to 3 concurrent log viewers.
• Built **Angular** components from Figma designs using **NgRx** for state management, enabling key device features including volume and keyboard layout control. Extended the **.NET REST API** for full-stack functionality.
• Integrated a **JUnit** and **Selenium** testing tool and authored end-to-end tests to ensure stability in new builds.

Hydro-Québec, Software Development Intern Montreal, QC | May 2023 – Aug 2023
• Automated manual validation tasks in Excel using **VBA** macros, reducing processing time by over 95%.
• Engineered a **WinForms** testing tool for substations, modularizing tests into reusable **JavaScript** functions.
• Designed a structured **JSON** format for config and results, enabling persistent storage and easier data analysis.

🔗 SELECTED PROJECTS

Portfolio Website, TypeScript, React, Motion, Tailwind CSS Jul 2025
• Developed a responsive personal portfolio website with dynamic project visualization using **React** and **Motion**.
• Architected a data-driven system for site content, allowing for seamless updates from a central configuration.

Holoportation, C++, C#, .NET, WinForms, Python, OpenCV Sep 2024 – Apr 2025
• Built an AR system for astronaut training on HoloLens 2, named a Top 5 McGill Engine Capstone Prize Finalist.
• Enhanced LiveScan3D in **C++** and **C#** with **WinForms** for real-time 3D reconstruction using Femto Bolt cameras.
• Leveraged **OpenCV** and YOLO-World to extract documents from depth-masked RGB streams for AR readability.

Daily Ball, Unity, C# May 2023 – Jul 2024
• Designed and developed a hypercasual 2D mobile game in **Unity** featuring a daily rotation of nine minigames.
• Achieved over 1000 downloads on Google Play and released a live WebGL demo at **dailyball.alex.t.dev** 🔗
• Increased player retention by 30% through new features and gameplay improvements driven by user feedback.

Vibe, Python, Pandas, NumPy, SciPy, Streamlit Sep 2023 – Nov 2023
• Created a content-based music recommender in **Python** using **Streamlit**, available at **vibe.alex.t.dev** 🔗
• Pre-processed a 1-million-song dataset with **Pandas**, reducing its size by over 75% (400MB to under 100MB).
• Optimized song output generation using **SciPy** and **NumPy**, achieving an average time of under 5 seconds.

UniTrade, Java, Spring Boot, React, PostgreSQL, GitHub Actions Jan 2023 – Apr 2023
• As Product Owner, led an 8-person **Agile** team to build a student marketplace with **Spring Boot** and **React**.
• Prioritized tasks, authored **Gherkin** user stories and implemented API endpoints with **JUnit** and **Mockito** tests.