

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
• Key Courses: Algorithms and Data Structures, Operating Systems, Database Systems, Applied Machine Learning

💻 SKILLS

Programming: Python, Java, C#, TypeScript, C/C++, SQL, Bash | **Frameworks:** Angular, React, .NET, Spring |
Tools: Git, PostgreSQL, Postman, Selenium, JUnit, Pandas, NumPy, Unix, Unity | **Languages:** English, French

📁 WORK EXPERIENCE

Autodesk, Software Developer Intern Montreal, QC | May 2025 – Aug 2025
• Enhancing real-time collaboration in Fusion, Autodesk's cloud-based design platform (**TypeScript**, **React**, **C++**).

Matrox, Software Engineering Intern Montreal, QC | Jan 2024 – Aug 2024
• Engineered a **TypeScript** application and a custom **C# WebSocket** logger to streamline remote 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.
• Created and managed **Jira** issues for assigned features while identifying and resolving high-impact bugs.

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 substation testing tool with **Windows Forms** and Distributed Test Manager, modularizing tests into **JavaScript** functions with interactive pop-ups while storing config data and results in structured **JSON** files.

🔗 SELECTED PROJECTS

Holoportation, C++, C#, WinForms, Python, OpenCV Sep 2024 – Apr 2025
• Developed an augmented reality app for real-time 3D reconstruction on HoloLens 2 using RGBD cameras.
• Built upon the LiveScan3D system, improving functionality in **C++** and ease of use with **C#** and **WinForms**.
• Processed frames received over TCP from LiveScan with **OpenCV** and YOLO-World for document detection.

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

Vibe, Python, Pandas, NumPy, SciPy, Streamlit Sep 2023 – Nov 2023
• Created a content-based music recommender in **Python** using **Streamlit**, available at **vibe.alex.dev** [🔗](#)
• Pre-processed a 1-million-song dataset with **Pandas**, reducing its size from over 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 Projects Jan 2023 – Apr 2023
• Collaborated with an 8-person **Agile** team to create a student marketplace using **Spring Boot** and **React**.
• Implemented and documented API endpoints while writing unit and integration tests using **JUnit** and **Mockito**.
• Served as Product Owner for Sprint 2, prioritizing tasks and authoring **Gherkin** scenarios for requirements.

Choose Me a Movie, JavaScript, HTML/CSS Jan 2022
• Built a movie recommendation site using the TMDb API in a 4-person team during the McHacks 9 Hackathon.
• Independently revamped the UI and features in April 2025 and deployed it at **choosemeamovie.alex.dev** [🔗](#)