

Andrew Peter

SOFTWARE DEVELOPER

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Computer Science graduate, with co-op experience in software development and project management, supporting multiple large-scale technology projects and initiatives at various stages in the software development lifecycle

Languages/Platforms

- C, C#, Java, HTML, SQL, JavaScript, Python, React, Bash
- Jira, Git, Unity, Bitbucket, Confluence, Docker, BigQuery, Jupyter Lab, Microsoft 365

Work Experience

Software Developer (8-month Co-op), BMO, Toronto

JANUARY 2022 — SEPTEMBER 2022

- Worked as a member of the Market Risk & Treasury Technology team, optimizing C# code to reduce time to debug Middleware code by several hours, using Visual Studio
- Used SQL to extract data from company databases
- Contributed to the software development process using various tools (Jira, Git, Visual Studio, Bitbucket, DBeaver, Confluence)
- Learned and applied best practices to write, debug and test code

IT Project Control Coordinator (4-month Co-op), CIBC, Toronto

MAY 2021 — AUGUST 2021

- Assisted senior project managers on multiple large-scale technology projects and initiatives (dealing with project issues, following up on action items, writing minutes, attending/setting up meetings, creating project repositories, collaborating with other technology teams, creating project deliverables, updating financial project documents)
- Created and updated project deliverables using project and task management software (SharePoint, Excel, PowerPoint, Jira)
- Was involved in multiple technology projects at different stages of development

Instructional and Technical Support Assistant (7-month Co-op), University of Guelph, Guelph

JUNE 2020 — DECEMBER 2020

- Collaborated with professors to transition their courses to an online format, using a variety of software and programming languages and tools (edited videos, created quizzes, uploaded documents, developed interactive slides and graphs)
- Provided technical support and training to professors, troubleshooting any problems that arose from course redesign, working remotely and independently
- Received the Course Redesign and Remote Pedagogy award following a successful evaluation of a video presentation

GameTech Counsellor, Upper Canada College Summer Camp

SUMMER 2018, SUMMER 2019

- Taught children ages 9-14 how to make an FPS (first-person shooter) game using the Unity game engine (including assets and objects)

Education

Bachelor of Computing, Honours, University of Guelph (With Distinction)

SEPTEMBER 2018 — JUNE 2023

COURSES

Parallel Programming, Databases, Game Programming, Software Systems Development & Integration, User Interface Design, Data Structures

Technical Certifications

FEBRUARY 2024

- DeepLearning.AI ChatGPT Prompt Engineering for Developers

NOVEMBER 2023

- Microsoft Azure AI Fundamentals

AUGUST 2023

- AWS Cloud Practitioner; AWS Knowledge: Cloud Essentials

Academic Projects

Ra1nb0w

APRIL 2023

- Created a 3D physics-based platformer with multiple levels using the Unity game engine and written in C#. See <https://play.unity.com/mg/other/webgl-builds-330917>

Parallel Conway's Game of Life

OCTOBER 2022

- Developed a parallelized version of Conway's Game of Life. Made two different programs: one using Data Parallelism and one using Task Parallelism to create the 2D grid, both using C and Pthreads

Web-based Image Editor GUI

MARCH 2020

- Built an interface to upload and edit images, using C for the backend, and JavaScript/HTML for the frontend

Personal Projects

Supreme Discord Bot

AUGUST 2021 — DECEMBER 2022

- Built a bot using Python that parses JSON from a clothing brand's website to alert Discord users to changes in stock in items