

Andrew Peter

SOFTWARE DEVELOPER

Toronto, Canada

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Computer Science graduate with hands-on co-op experience in software development and project management within the financial sector. Proficient in a wide range of programming languages and platforms, with a strong foundation in C#, Java, SQL, and Python. Experience in optimizing code for efficiency and debugging, contributing to multiple large-scale technology projects across the software development lifecycle. Adept at leveraging tools like Jira, Git, Visual Studio, and Docker to streamline development processes and enhance project outcomes. Interest in Cloud Computing and AI. Adaptable, collaborative, and committed to delivering high-quality solutions.

Skills/Languages/Platforms

- C, C#, Java, SQL, HTML, JavaScript, Python, React, Bash
- Jira, Git, Unity, Bitbucket, Confluence, Docker, BigQuery, Jupyter Lab
- AI Prompt Engineering, Database Design, User Interface Design, Data Structures, Cloud Computing

Work Experience

Software Developer, Bank of Montreal, Toronto - January 2022 — September 2022 (Co-op)

- Optimized C# code to significantly reduce debug time Middleware code by several hours, using Visual Studio
- Extract data from company databases using SQL
- Contributed to the software development process using various tools including Jira, Git, Visual Studio, Bitbucket, DBeaver, Confluence

IT Project Control Coordinator, Canadian Imperial Bank of Commerce, Toronto - May 2021 — August 2021 (Co-op)

- Supported senior project managers on multiple large-scale technology projects by managing project issues, action items, meeting minutes, and project repositories.
- Created and updated project deliverables using SharePoint, Excel, PowerPoint, Jira

Instructional and Technical Support Assistant, University of Guelph, Guelph - June 2020 — December 2020 (Co-op)

- Collaborated with professors to transition their courses to an online format, using various 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

Education and Certifications

Bachelor of Computing, Honours, University of Guelph (With Distinction) - September 2018 — June 2023

DeepLearning.AI Chat GPT Prompt Engineering for Developers - February 2024

Microsoft Azure AI Fundamentals - November 2023

AWS Cloud Practitioner; AWS Knowledge: Cloud Essentials - August 2023

Projects

- **Ra1nb0w** - 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** - two different programs of the game: one using Data Parallelism and one using Task Parallelism to create the 2D grid, both using C and Pthreads
- **Web-based Image Editor GUI** - interface to upload and edit images, which used C for the backend, and JavaScript/HTML for the frontend
- **Retail Discord Bot** - bot which used Python to parse JSON on a clothing brand's website and alert Discord users to changes in stock in items