

AIDAN OLDERSHAW

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Education

McGill University, Montreal (September 2015 - April 2019)

- B.Sc. Software Engineering – 4th Year (current GPA 3.97/4)
- 2017/2018 - Awarded “Dean’s Honour List” distinction (top 10% of students within Science Faculty)
- 2017/2018 – Awarded “Emily Ross Crawford Scholarship” for “high academic merit”

Work Experience

iTMethods - Managed Service Provider

Toronto, ON (Summer 2018/2016)

- Developed a web portal and monitoring/reporting tools for managing hundreds of AWS accounts and other applications. This reporting includes detecting security vulnerabilities, tracking user counts over time, etc.
- Built a REST API (using the Serverless architecture) which accompanies aforementioned portal and tools
- Created a process to automate DNS registry for instances on AWS, facilitating the management of these instances

Thomson Reuters - Center for Cognitive Computing

Toronto, ON (Summer 2017)

- Co-developed Python (Flask) microservice which converts text queries into vectors, and searches a large vector space for related text
- Added continuous integration/deployment to a large suite of microservices, and “Dockerized” said microservices
- Aggregated data from a SQL Server for use in an internal hackathon; participated in this hackathon

National Bank Financial Markets - Global Equity Derivatives

Toronto, ON (Summer 2015)

- Trade strategy programming: applied machine learning algorithms to predict security lending rates and to determine the impact of market variables on these rates
- Built and debugged Excel macros to manage simple tasks
- Co-developed email management application to filter and perform actions on emails based on set criteria

Projects

Restaurant Explorer

(Vue + Nuxt, Express, Scrapy, Google Maps API)

Discover nearby restaurants and explore new cuisines by pairwise elimination. Data is scraped regularly from restaurant review sites using a Python (Scrapy) web crawler. Hosted live @ <https://eats.aidan.rocks>

Darts Scorer

(Ruby on Rails, JavaScript, WebSockets)

Easily score darts matches with friends locally or remotely. Features include user and match management, statistics tracking, as well as an interactable dart board in match. Built with Ruby on Rails, client-side synchronization realized via WebSockets. Hosted live @ <http://darts.aidan.rocks>

Pandemic (Board Game)

(Java, Slick2D, Firebase)

A Java implementation of the cooperative board game Pandemic, as well as the “On the Brink” expansion, with networking functionality. This was a group project as part of the COMP 361 course at McGill University. Features include game hosting/joining, a chat lobby, sending requests to interact with other players in the game, and an intuitive user interface. Downloadable @ <http://aidan.rocks/projects>

Programming Languages

- Java, Python, Ruby, JavaScript, TypeScript, C++, C, SQL

Relevant Skills

- **Backend Development (Proficient):** Python + Flask, ExpressJS, Ruby on Rails, SQL, DynamoDB
- **Web Development (Proficient):** HTML, CSS, JavaScript (esp. ES6+), VueJS, Angular, Webpack
- **Dev-Ops (Intermediate):** Docker, Jenkins, GitLab CI, Serverless Framework/Architecture