ANDREAS AVRAMIDIS

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EDUCATION:

University of Toronto, Bachelor of Applied Science in Computer Engineering $\mathbf{4}^{\text{th}}$ year 2018-Present

WORK EXPERIENCE:

Software Developer Co-op, Bluecat Networks inc.

May 2022 - April 2023

- Developed web pages using flask for python as well as javascript and react on the front end
- Re-worked and improved automated documentation system using python and xslt
- Created javascript components to be used by developers and customers of product
- Wrote unit and end-to-end tests using pytest, selenium and jest
- Collaborated with various teams such as ux or documentation in order to finalize and implement designs of various systems

Programming Intern, Bombardier Inc.

May-August 2019

- Automated the collection, cleaning and storage of data using SQL Server Data Tools (SSDT), SQL and C# for internally used web applications
- Worked with company employees to determine the type and frequency of data needed to be imported into the database
- Redesigned the logging system for these packages in order to improve tracking of information, such as run time and success
- Used C# to scrape data from the SAP software system

PROJECTS:

GIS Software - ECE297

- Used C++ to create graphics and backend code for a mapping software similar to Google Maps
- Implemented an A* algorithm to find the path with the shortest travel time between two points
- Implemented a multi destination Dijkstra algorithm to solve a variation of the Traveling Salesperson Problem to determine the shortest path of multiple pickup and drop off points
- Utilized an Agile development process in order to optimize project efficiency

Subway Surfer Game - ECE243

- Used C to create a game similar to Subway Surfers that ran directly on an ARM processor
- Implemented double buffered graphics for smoother gameplay
- Implemented interrupts for a PS/2 keyboard that was used as the input device for the game

SKILLS:

• Python, flask, html, css, javascript, react, xslt, selenium, jest, C++, C, C#, SQL, MATLAB, Verilog