Brendan DSouza

4A Computer Engineering
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List of Qualifications

- Intermediate experience with computer programming in Java, and JavaScript ES6 with AngularJS.
- Member of a full stack development team, which built and solved bugs related to a web application.
- Advanced knowledge in building and querying databases in MySQL.
- Problem solving and analytical skills developed by working as a member of a validation team.
- Knowledge and hands-on experience in operating on Unix-based Operating Systems.

Experience

Software Developer, Ultimate Software, Toronto, Ontario   **September 2018 – December 2018**

- Added functionality to the full stack of the web application using Java and JavaScript with AngularJS.
- Resolved frontend and backend bug and feature tickets posted on JIRA.
- Investigated methods to increase queue performance in RabbitMQ as a side project.

Software Test Engineer, Ultimate Software, Toronto, Ontario   **January 2018 – April 2018**

- Created and documented automated tests using Junit5 framework.
- Built a strong foundation in the User Interface testing framework using Selenium and Junit5.
- Updated and documented software-related issues on JIRA.

Product Verification Specialist, Evertz Microsystems, Burlington, Ontario   **May 2017 – August 2017**

- Created and documented test cases for various hardware and software products.
- Debugged Python code to narrow down the source of a bug.
- Troubleshot and solved various network-related issues in-house that surfaced when setting up test environments and reproducing issues.

Education

Candidate for Bachelor of Applied Science,
4A Honours Computer Engineering
University of Waterloo, Waterloo, Ontario   **September 2015 - Present**

Relevant courses: Distributed Computing, Cooperative and Adaptive Algorithms,

Ontario Secondary School Diploma
Holy Trinity Secondary School, Oakville, Ontario, 2015   **June 2015**

Projects

Command Line Interface Social Network   **April 2019**
Built a Java CLI client that used a MySQL database to support the basic functionalities of a social network such as creating and commenting on posts and following friends.

Simulating queue behavior in a CSMA/CD network   **March 2019**
Built a Java application to simulate and measure key metrics in a Carrier Sensing Multiple Access with Collision Detection (CSMA/CD) computer network.

Step counter and Shortest path Android app   **July 2016**
Worked in a group to create an Android app in Java that would determine the shortest path between two user-defined points and would use sensors to determine the displacement from the original position.