

Colin Cooke

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Skills

- **Programming Languages:** Scala, Java, Javascript, C++, Objective C, Python, and Ruby
- **Tools/Frameworks:** Docker, Kubernetes, Play Framework, Android, NodeJS, Akka and BigQuery
- **Mechanical:** AutoCAD, SolidWorks, metal working, Oxyfuel, MIG and SMAW welding

Experience

Integration Engineer

Nest, Palo Alto, California

April 2016 – August 2016

- Load tested the real time system's backend powering millions of devices by simulating the behavior of several distinct usage patterns and protocols with a combination of Scala, Gatling and Akka
- Developed tooling to analyze service logs in order to extract and visualize request information in an accessible and efficient way with Scala, The Play Framework, and Docker
- Reduced load testing infrastructure cost by 75% through Dockerizing the tooling and orchestrating the creation and termination of test nodes through Kubernetes
- Lead a major overhaul of load testing tools to improve consistency and reflect production traffic

Mobile/Full-Stack Engineer

Taplytics, San Francisco, California

September 2015 – December 2015

- Implemented a SQLite database to reduce memory overhead by 80% when devices are offline
- Optimized SDK, resulting in speed increases of up to 150% for select features
- Implemented location and event-based push notifications using the Google Play Services location API (Android) and Core Location API (iOS)

Release and Quality Assurance Engineer

Kik Interactive, Waterloo, Ontario

January 2015 – April 2015

- Developed Android features such as message deletion/cancellation and reporting spam
- Independently created a YouTube player for the Kik Android client that played videos inside messaging conversations

Projects

Liberate

- Developed an Android app which allowed the use of internet services such as Uber and Google Maps without an internet connection by communicating through SMS with a custom protocol

Watchman

- Developed backend system for a tool which searched through open source code hosted on Github, extracted error messages and presented the user with occurrence rates of those errors in the wild

Queen's Startup Summit (1st place)

- Technical lead on a location based Android app which used gamification to dynamically provide deals on restaurants to consumers

Dune Buggy

- Built a gas powered dune buggy from scratch using metal tubing and a tractor engine

Interests

- **Music:** Avid Spotifier listening to over 80,000 minutes of music; former French Horn player
- **Technology:** Android, Linux, robotics, hackathons and emerging technology
- **Engineering Competitions:** National Champion of the Canadian Engineering Competition after winning at both the university and provincial level

Evaluations

Taplytics

Colin far exceeded our expectations from both the perspective of a co-op student and from the bar set for full-time employees. From day one, he jumped in to the rhythm of the company and took full responsibility for maintaining and developing Taplytics Android SDK. This was all done while he was in a foreign city (San Francisco) for the first time with no other safety net of a friend network in place.

The SDK that he took ownership of is being used by some of the largest mobile apps in the world (like Tinder, Target and others) to optimize the experience of tens of millions of devices around the world. Colin showed an impressive attention to detail and a solid work ethic that was contagious within the office. In addition, he demonstrated an incredible ability to manage customer support and interact with our users. Users were always delighted by their experiences with him, and went above and beyond to report back to us how they loved working with him.

– Jonathan Norris, CTO

Kik Interactive

Colin has proven to be a fantastic and integral part of our team. At the beginning of the term Colin demonstrated great ambition and strength which lead to him receiving the lead test role on one of the largest features the company has shipped in the past 4 months. Colin also displayed enthusiasm towards work that was beyond his job requirements which lead to us to giving him development opportunities. This was the first time we had given a Release & QA co-op student this opportunity and he successfully developed two features for our application which will be shi

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pping to our users. I am very impressed with all that Colin has accomplished during these four months.

We would gladly work with Colin again, and he will be greatly missed next term.

– Ashton Rankin, Release & QA Team Lead