

Daniel Prilik

Software Developer

CONTACT

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SKILLS

DEVELOPMENT

HTML5
CSS
JavaScript
Python
C
C++
Arduino

TOOLS

Git
Sublime Text
Adobe Photoshop
Adobe Premiere

EDUCATION

University of Waterloo
BSE Software Engineering 2020

INTERESTS

Genetic Algorithms
JS/Web Tech Demos
Drama and Acting
Video Gaming
Memes
Guitar

PROJECTS

1212! - 1212.rocks

- Designed and Developed a novel puzzle game for desktop and mobile
- Leveraged JavaScript, HTML5, and CSS to craft a responsive, intuitive, and user friendly web-game
- Gained a strong understanding of responsive design principles
- Reached a playerbase of over 2500 people each month

Hex Grid Map Generator - prilik.ca/dicesiege

- Developed a custom map generation algorithm for a turn-based strategy web-game
- Implemented seeded terrain generation, scalable map sizes, and varied complexity options in JavaScript
- Utilized the CreateJS API for rendering and user interaction

3D and 2D Music Analyzers - prilik.ca/mp3

- Explored the WebAudio, Three.js, and HTML5-canvas APIs to create both WebGL and HTML5-canvas based music visualizers

Personal Website - prilik.ca

- User-interactivity was achieved using purely CSS3 animations
- Employed principles of responsive design to maintain optimal readability and user accessibility across both Desktop and Mobile
- Contains a list of all other personal projects developed over the years

EMPLOYMENT

TapMango

Summer Intern - *HTML5, CSS, JS*

North York, ON

Jun 2015 to Sep 2015

- Utilized Phonegap to prototype customer facing mobile app for a rewards program
- Prototype was later developed into a full app, available on the Google Play store

MTZ Equipment

Junior Developer - *Python*

Thornhill, ON

Jun 2014 to Sep 2014

- Automated invoice processing by developing a Python based interface to a legacy database system
- Reverse Engineered proprietary label printing software in order to create a more user friendly, Python based interface to quickly edit, generate, and print shipping labels

AWARDS

Regional 2nd Place

2015

Shalhevet Freyer International Physics SAFE Tournament

- Gained thorough understanding of Arduino programming principles and physical hardware development
- Organized a team to build a puzzle safe from the ground up
- Designed, programmed, and implemented the electronics that controlled the safe's various puzzles

School Champion

2014

Canadian Computing Competition (CCC)

Winner of Presentations

2013

Med YSP at UofT

- Researched and presented a talk about the Human Genome Project and Bioinformatics in front of an audience of over 150 people, given only a week to prepare