Daniel Prilik

Software Developer

CONTACT

■ daniel@prilik.ca

prilik.ca

4 647-787-4557

O daniel5151

SKILLS

DEVELOPMENT

HTML5

CSS + Sass

JavaScript (ES6)

React

Node.js

Python

C/C++

Arduino

TOOLS

Git

Sublime Text

Adobe Photoshop

Adobe Premiere

EDUCATION

University of Waterloo BSE Software Engineering 2020

INTERESTS

Drama and Acting

JS / Web Experiments

Video Gaming

Memes

Finding New Music

Guitar

EMPLOYMENT

Polar.me

Toronto, ON Summer 2016

Front End Web Developer - HTML5, Sass, JS, Node.js

- Designed and Implemented Native Advertisements for a myriad of clients, including Engadget, Wired, and AOL
- Engineered and Deployed a build system written in node.js that streamlined and automated much of Native Ad development, resulting in a significant boost to team throughput
- · Developed a Slack Bot to interface with a nascent project-management platform with a limited API

TapMango

North York, ON Summer 2015

Summer Intern - HTML5, CSS, JS

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

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
- Acquired a playerbase of over 7000 people each month

nfinite.space - devpost.com/software/nfinite-space

- · Imagined a cloud file-storage service that could store files without the need for a data-center
- · Implemented a protocol to leverage space from connected users to store parts of other users' files
- · Developed a proof-of-concept at Hack the North 2016 with a Golang backend, and a React frontend
- Winner of the AWS Sponsor Prize

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 JS
- · Utilized two.js for map and UI rendering

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
- Showcases all other personal projects developed over the years

AWARDS

Winner of the Amazon Web Services (AWS) Sponsor Prize

2016

2015

Hack the North 2016 For work on nfinite.space

Regional 2nd Place

Regional Zhu Flace

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

2015

Canadian Computing Competition (CCC)