

# 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 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
- Played by over 2500 people each month

### Hex Grid Map Generator - [prilik.ca/dicesiege](http://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](http://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](http://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 UoT

- 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