

Daniel Prilik

Software Developer

CONTACT

✉ daniel@prilik.ca
🌐 prilik.ca
☎ 647-787-4557
🔑 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

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

Toronto, ON
Summer 2016

- Designed and Implemented Native Advertisements for a myriad of clients, including Engadget, Wired, and AOL
- Engineered, Deployed, and extensively Documented 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

Summer Intern - *HTML5, CSS, JS*

North York, ON
Summer 2015

- 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

Hack the North 2016
For work on nfinite.space

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

2015

Canadian Computing Competition (CCC)