Daniil Oliynyk

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LinkedIn Github

Education

University of Toronto Toronto, ON
HBSc in Computer Science and Statistics Sept 2017 - May 2021

Relevant Courses: Software Design, Software Tools and Systems Programming, Data Structures and Analysis, Computer Organization, Introduction to Software Engineering, Programming on the Web, Introduction to Databases, Operating Systems, Statistics with Applied Probability, Probability and Statistics I and II

Projects

EXT2 Filesystem *C, Bash, Git*

- Explored the implementation of the ext2 filesystem and implemented file system commands to operate on a ext2-formatted virtual disk concurrently
- The following Linux commands were implemented: mkdir, cp, rm, ln, ln -s
- Added synchronization using mutexes to all the commands to ensure commands can run concurrently and Eliminate the possibility of race conditions

CollabCloud (Social Media Platform) *React.js, Node.js, Express.js, PostgreSQL*

- A social network built on Github's API to help students find open source projects to contribute to
- Developed and styled responsive front-end **React** components and set up **React** routes
- Implemented the back-end using **Node.js** and **Express.js** and set up API routes

Harmoney (Payment Solutions Application) *React Native, Node.js, Express.js*

- Collaborated with a team of 4 at **UofTHacks 2020** to develop a prototype of a mobile payment application to allow users to split group bill payments with ease
- Taught myself **React Native** to develop the front-end of the mobile application
- Implement the front-end routing with **React Navigation Stack** and developed **React Native** components

Work Experience

CEC Entertainment Vaughan, ON
Team 2 Technician May 2015 - Present

- Responsible for the maintenance and upkeep of the games and the entire game room during my shift
- Conducting general training for new employees and game room specific training
- Alongside leadership and mentorship, I learned critical thinking and problem-solving skills to be able to provide temporary and permanent fixes for games directly on the spot, which prove to be crucial during busy hours

Skills

Programming Languages:	Java, Python, C, JavaScript, PHP, SQL, R, Bash
Tools and Frameworks:	React.js, Node.js, Express,js, JQuery, Git, Neo4j, PostgreSQL, MySQL