

DANNY GOSAIN

SYSTEMS DESIGN ENGINEER



WORK EXPERIENCE

SOFTWARE ENGINEER

MAY 2017 – PRESENT

AUTODESK

- Worked with DevOps principles for implementation of the continuous deployment pipeline to support the cloud based infrastructure for Autodesk Fusion Lifecycle
- Designed the infrastructure of the company-wide private container cloud solution based on Kubernetes, Docker, Jenkins and Groovy
- Set up environment provisioning solution using Postgres, Gradle, and Tomcat
- Built an automated testing environment for Chrome and Firefox using Jenkins pipeline, Docker, and Selenium

DEVOPS ENGINEER

SEP 2016 – DEC 2016

RBC ONE | ACE PROGRAM

- Worked in a SAFe Agile team to implement and develop solutions enabling development teams to build, deploy, monitor and test applications
- Designed and developed continuous delivery pipeline integrating Git, Jenkins, SonarQube, Nexus, and UrbanCode Deploy
- Developed automation and deployment utilities using Bash, Groovy, and Perl
- Wrote Groovy scripts to integrate with Jenkins CI for automatically uploading static assets to Nexus on new builds

SOFTWARE DEVELOPER

JAN 2016 – APR 2016

ROYAL BANK OF CANADA

- Designed, developed, and managed a successful cloud-based mobile web application, used company wide, from conception to completion
- Developed web interface using HTML5/JSP/JavaScript, built the backend in Java, and connected the application to the SQL server via JDBC
- Wrote unit-tested robust REST APIs for the machine learning platform's rules engine interface in Node.js.
- Initiated ELK Big Data project for log management and Dynatrace for analytics

SOFTWARE ANALYST

MAY 2015 – AUG 2015

MAPLE LEAF FOODS

- Built an automated system to optimize operation and maintenance procedures, saving \$300,000, and achieving 'Lean Six Sigma - Green Belt' certification

WEB DEVELOPER

JAN 2014 – APR 2014

TORONTO DISTRICT SCHOOL BOARD

- Specialized in prototyping website designs for new schools, providing custom web interface and patching incompatible WordPress plugins
- Developed a web dashboard to enable athletics department to model and visualize events using Flask, JavaScript and HighCharts API



PROJECTS

CANMAP



- Developed an interactive map to provide various information about Canada, like population, population density, and private dwellings
- Created the SQL database from CSV data files using Python, developed the application's API using Ruby, and built the front-end using Angular and the Highmaps API

INSTAFIND

- Built an iOS application for an object location system using radio frequency to find lost items in seconds
- Used Objective-C for application development, and attached RFID tags on the objects specifying a communication channel to the central hub via Arduinos

BOTERLOO



- Built an interactive chatbot using Node, Microsoft Bot Framework and the uWaterloo Open Data API, providing various information about the University of Waterloo, such as buildings, info sessions, local weather.
- Supported on many modern messaging platforms such as – Skype, Slack, and Facebook Messenger



PROFILE

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EDUCATION

UNIVERSITY OF WATERLOO SYSTEMS DESIGN ENGINEERING

Expected Graduation – Apr 2018

[Option in Management Sciences](#)

GPA: 3.7

President's Scholarship (2013)



LEADERSHIP

UW DECA

SENIOR EXECUTIVE

May 2017 - Present



SKILLS

PROGRAMMING

Java • Groovy • C++ • Bash • MySQL
Objective-C • Perl

WEB

JavaScript • HTML5 • CSS • Node
Angular • React • jQuery • Bootstrap
Websockets



DEV TOOLS

PROFICIENCIES

Docker • Jenkins • Git • Nexus
Kubernetes • Vagrant • Chef

FAMILIARITIES

SonarQube • CircleCI • Tomcat
Jmeter • Jmeter • Bluemix