David Reti

recruitment@davidreti.net| (647) 838-2154 | 397 Yale Crescent, Oakville, Canada

davidreti.net

Technical Skills & Qualifications

Languages: C, C++, Python, Java, JavaScript, Ruby, Groovy

Technologies: OpenGL, HTML & CSS, React, PostgreSQL, Selenium, Ruby on Rails, Linux, Git, Jenkins, Jira

Core Skills: Able to work in deadline driven environments, Passion for inter-team project management, Moderating between clients and developers in translating ideas into code

Previous Employer Feedback: Outstanding communication skills, Highly efficient task performance, Fast Learner, Intuitive problem solver

Education

Bachelor of Computing, Software Engineering (Honours, Co-op)

University of Guelph – Guelph ON September 2017 – December 2022 (expected)

- Spearheaded projects involving data analysis with Perl and agile methodologies
- Already completed core subjects including Data Structures, Algorithms, Software Design
- Minor in Business

Work Experience

Software Developer Co-op

Ericsson – Mississauga, ON January – August 2021

- Automated the build status reporting of over 50 microservices by developing a custom Jenkins shared library for use in pipelines, greatly streamlining the software integration and delivery process
- Supported and automated a software vendor list script, which could automatically scan the dependencies of deliverables and report the licensing state of each one. The integration of this script allowed for a single person to verify several thousand dependencies in 1 day.
- Coordinated between teams in Canada and India to migrate an internal tool used by more than 300 developers to a new instance of the software. The new backend and integration changes allowed for closer monitoring of the software build by management.

Technical Systems Analyst Co-op

RBC – Royal Bank of Canada - Toronto, ON September – December 2019

- Created a complete backend for an internal hackathon, including a full Flask server, ability to handle thousands of transactions, automated system tests and database with sub-second backup and regeneration times in 48 hours, giving team a major competitive advantage
- Developed software in CL to automate the retrieval of reports from a DB2 database containing over 16,000 user profiles from eight IBM I servers. The program saved hours of manually gathering, sorting, and editing CSV files
- Collaborated with the HPE NonStop team to rewrite TACL programs for tracking and restarting backups, reducing the number of critical messages sent to the support team by 50%, fixing numerous bugs, increasing performance, and reducing the code size by 15%

Software Engineer in Test

Vital Images – Waterloo, ON May – August 2019

- Automated integration tests in a highly regulated medical imaging environment, using Python, PyTest and Selenium, reducing the time taken for critical tests from 1 day of manual testing, to less than 4 hours of automated testing, freeing up developer time and increasing productivity
- Optimized the framework for manipulating web tables, reducing the time needed to scan, edit and verify tables by 95% using caching and a more efficient data structure. The improvement saved an hour of automated testing time
- Ensured compliance to QMS standards, including ISO 13485, ISO 14971 and GDPR in addition to KPIs including > 90% test coverage and < 1% tech dept. This compliance helped pass a scheduled audit in May 2019

Relevant Extracurricular Experience

Competition Participant

Ludum Dare game programming competition 2014 – Present

- Developed complete computer games in 48-hour sprints, including graphics, sound and gameplay using the Unity game engine and C# programming language, as well as C / SDL2
- Addressed technical issues from real players on multiple platforms including Windows, Mac OS and Linux within hours of issue submission

Robotics Programming Team Lead

Robert Bateman High School – Burlington, ON 2016 – 2017

- Award: MIJEN award for continued excellence in computing
- Oversaw the introduction of a new Java programming environment for the school's FIRST robotics team, allowing software to be finished 1 week early, and trained 2 new programmers to make contributions in the language