

http://dedins.ky
/website
/github
/linkedin
/email
/volunteer

Thomas Dedinsky

Software Development Engineer II, Amazon

Languages

- Java
- Scala
- SQL
- Python
- JavaScript

Architecture

- AWS KDA, ECS, EMR, MWAA
- Apache Flink, Spark, Hadoop
- Gradle, Maven, JUnit, Lombok

Hobbies

Doing:

- Travel
- Gaming
- Fitness

Watching:

- SSBM
- Minecraft
- Movies
- Hockey

Recent Trips

- Mexico
- Japan
- Netherlands
- Nova Scotia
- New Orleans
- Vancouver
- Philadelphia

Education

- Computer Engineering
- University of Waterloo (UW)
- 2016 – 2021
- Combinatorics & Optimization (CO) Minor
- 3B Exchange in France (UTC)
- 3x Dean's Honours List

Work Experience

Software Development Engineer II – Java/Scala

July 2023 - Present

Amazon Canada

- Designing new systems for tracking delivery driver performance, requiring associating data-incomplete real-time signals with many-to-many relationships at package and route level
- Designing architectural solutions for current and potential future requests, detailing task by task implementations overviews for multiple subleads, proactively reducing critical path by solving multi-layered documentation deficiencies, permissions, and business ambiguities
- All previous tasks, including a larger role in teammate development and business collaboration

Software Development Engineer I – Java/Scala

Aug 2021 - Jun 2023

Amazon Canada

- Designed multi-system multi-team architecture, iteratively analyzed and fixed discrepancies, created data quality tools, and launched parts of our brand new data performance engine
- Maintained and developed features for this real-time engine, using AWS and Apache big data technologies, which processes billions of signals daily with 15 min latency, down from 37 hours
- Primary owner of production pipeline maintenance, tech owner of some business relations

Internships

SoC Design Engineer – SystemVerilog/TCL

Sept 2020 - Dec 2020

Intel of Canada

- Helped develop the memory protocol implemented in Intel's Stratix 10 FPGAs and Optane Persistent Memory units in development by modifying Verilog, TCL, and pin layout files

Embedded Display Software Engineer – C/C++/Python

Jan 2020 - Apr 2020

Qualcomm Canada

- Developed for and validated the Snapdragon ASIC's software quad-pipe implementation as part of the Linux Kernel team for Android devices to allow for higher resolution displays

Firmware Design Engineer – C++/MATLAB

Jan 2019 - Apr 2019

Infirera Corporation

- Optimized the firmware simulation code by 30% by changing variable ownership between C++ and MATLAB by using preprocessor metaprogramming for code generation to standardize inconsistent variable conversion methods and reducing redundant data transfer in library calls

Intern Software Engineer – Java/React.js/SQL

Apr 2018 - Aug 2018

Veeva Systems

- Implemented features for a full stack life sciences software solution, redesigned the backend of the profile layout management, and improved our machine learning model and tools

Mobile Developer – Ember.js/Cordova

Sept 2017 - Dec 2017

Department of National Defence

- Released a mental health-focus app with active and passive mental health activities, and added a translation framework and containerization for content management for encyclopedia app

Software Developer – Java/ActionScript/SQL

Jan 2017 - Apr 2017

Bayer Pharmaceutical and Radiology

- Replaced lots of hard coded features in a medical software app, Radimetrics, with abstracted parameterization, created code configs for individual hospitals, developed a Linux testing suite