Dillion Verma

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EXPERIENCE

NVIDIA — Santa Clara, CA
Software Engineer Intern — *January 2020 – March 2020*
- Led a team to architect and write the entire GeForce Now internal admin and A/B testing dashboard using React, Redux, TypeScript, and Python

Splunk — San Jose, CA
Software Engineer Intern — *January 2019 – April 2019*
- Co-developed a prototype iOS app with another intern in Swift for the new Splunk Phantom security orchestration product (later publicly demoed and launched at .conf annual conference in Las Vegas)
- Implemented a REST API for the iOS app in Django (Python) and C++; serialized data using protobufs transmitted over gRPC resulting in an approximate 500% increase in the speed of data transmission

Lime — San Francisco, CA
Software Engineer Intern — *January 2018 – April 2018*
- Proposed and implemented an internal ruby API for sending/receiving commands to scooters over LTE networks
- Developed a fully automated bike firmware update system to handle asynchronous firmware updates of over 100,000+ scooters worldwide, and provide progress reports in real-time using React, Ruby on Rails, PostgreSQL and AWS EC2 saving hundreds of developer hours

Mitre Media — Toronto, ON
Full Stack Web Developer Intern — *May 2017 – August 2017*
- Designed and implemented a robust password encryption and browser cookie storage system in Ruby on Rails
- Leveraged the Yahoo finance API to develop the dividend.com equity screener

PROJECTS

Meme Exchange | *Vue.js, Ruby on Rails, PostgreSQL, Docker, Kubernetes, Firebase, AWS S3*   🌐 meme.exchange
- Developed a marketplace for 10K+ beta users to buy and sell memes for a virtual profit

Facial Sentiment Intensity Analysis (Undergraduate Research Paper) | *Tensorflow, Keras*   🐙 git.io/JUyi9
- Developed and trained a Deep Convolutional Neural Network (DCNN) on the ADFES-BIV facial emotions dataset to predict the intensity of human emotions with an average final prediction accuracy of 86% on unseen data

EndlessBlock | *Python, OpenCV, Tensorflow, Keras*   🐙 git.io/fjrgm
- 1st place winner of Toronto's Global AI Hackathon 2017
- Developed a game in python which adapts its difficulty based on the players' facial emotions in real-time using OpenCV, and a Convolutional Neural Network (CNN) trained on the FER-2013 dataset

Hearthstone | *C++, XWindows*   🐙 git.io/JesF5
- Developed Hearthstone employing scalable design patterns including MVC, decorator, and observer patterns

C++ Compiler | *C++, MIPS Assembly*
- Implemented a complete assembler and compiler (formal language, scanner, lexer, parser, tokenizer, code generator and linker/loader) using C++ and MIPS for a subset of the C++14 language spec

SKILLS

Languages: Python, C/C++, JavaScript, Java, SQL (Postgres), MongoDB
Frameworks: React, React Native, Node.js, Django, Ruby on Rails, Docker, Tensorflow, AWS

EDUCATION

University of Waterloo — Waterloo, ON
Honours Bachelor of Computer Science, B.C.S (Co-op) — *Sept. 2016 – Dec. 2021*

Wilfrid Laurier University — Waterloo, ON
Honours Bachelor of Business Administration, B.B.A — *Sept. 2016 – Dec. 2021*