Dimitar Janevski

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EDUCATION

UNIVERSITY OF CALGARY, Schulich School of Engineering   Calgary, AB
BSc in Software Engineering, GPA: 3.91/4.0   September 2020 - May 2025

- **Scholarships and Awards:** Jason Lang Scholarship (2021), Dean's List (1st year, 2nd year), Seymour Schulich Community Service/Entrepreneurship Prestige Award (2020-Present), University of Calgary Entrance Scholarship (2020), Alexander Rutherford Scholarship (2020)
- **Activities and Societies:** First Year Scholars, Engineering Leadership Program, Scholars Mentorship

RELEVENT EXPERIENCE

FULL STACK ENGINEERING INTERN   Calgary, AB
FansFirst Tickets Inc.   January 2022 – Present

- Implemented the frontend redesign of a new seller dashboard leading to a 25% increase in user listings
- Designed and implemented the end-to-end architecture of a blog section including a React frontend, Python AWS Lambda backend, AWS S3 buckets for storage, and AWS CloudFormation
- Extensive backend development in Python using AWS Lambda functions; built a seller notification system, improved fraud detection system, and streamlined admin work through 2 new admin pages

SOFTWARE ENGINEERING TEAM MEMBER   Calgary, AB
Relectric Car Team   October 2020 – January 2022

- Worked on sub-team developing the software system for old cars being converted into electric vehicles
- Emulated CAN frames to help implement the parsing of CANBUS data to UI; tested optimizations to technology stack which resulted in a 40% decrease in start-up times

SOFTWARE ENGINEERING INTERN   Sharon, MA (Remote)
Tech For Good Inc.   June 2021 - August 2021

- Collaborated with a team of 8 in developing cache-based internet access to parts of rural Africa
- Worked on Python script for collecting device data and transmitting it to AWS IoT Core using MQTT and implementing Docker

PROJECTS AND LEADERSHIP

SCHULICH IGNITE – VP CONTENT DEVELOPMENT/MENTOR

- Oversaw a 15-member team and coordinated the development of Python lecture content for 400+ high school students as well as tools and tech used by 100+ club members; interviewed 30+ applicants and trained 15 new content development members; mentored 8 high school students
- Helped design and organize a 24-hour hackathon for high school and first year university students

DUOCHEF

- In a group of 4, built a web app using React/Firebase that gamifies the experience of learning to cook
- Received first place in the U of C Hack Your Learning 24-hour hackathon amongst 60+ participants

MYCHEF

- In a group of 5, developed a React/Firebase web app connecting students with home cooks to provide a healthier alternative to take-out and current food delivery options. Received the Most Innovative Idea award amongst 42 competing project submissions during a 24-hour hackathon

RINGROAD – IOS/ANDROID MOBILE GAME

- Developed an endless arcade mobile game for iOS and Android using the Unity Game Engine and C#

SKILLS

- **Languages:** JavaScript, HTML/CSS, Python, Java, C/C++, C#
- **Technologies:** Git/GitHub, React, Django, AWS, Material-UI, Unity Game Engine, Blender