

Dimitar Janevski

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EDUCATION

UNIVERSITY OF CALGARY, Schulich School of Engineering

Calgary, AB

BSc in Software Engineering, GPA: 3.88/4.0

September 2020 - May 2025

- **Scholarships and Awards:** Jason Lang Scholarship (2021), Dean's List (2020), 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

RELEVANT EXPERIENCE

FANSFIRST TICKETS INC.

Calgary, AB

Full Stack Engineering Intern

January 2022 – Present

- Tested and remodeled responsive design of site; implemented lazy loading to lower load times by 35%
- Implemented the frontend redesign of a new seller dashboard leading to a 25% increase in user listings

RELECTRIC CAR TEAM

Calgary, AB

Software Engineering Team Member

October 2020 – January 2022

- Worked on sub-team developing the software system to be used by old cars 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

SCHULICH IGNITE

VP Content Development/Mentor

May 2021 – Present

- Oversaw a 17-member team including 5 commissioners and 4 sub-teams
- Coordinated the development of **Python** lecture content for 400+ high school students as well as tools and tech used by 100+ club members
- Promoted to VP after a successful year of leading 1 sub-team as Junior VP Content Development
- Mentored 2-4 high-school students and taught introductory **Python** during weekly 90 minute sessions

TECH FOR GOOD INC.

Sharon, MA

Software Engineering Intern

June 2021 - August 2021

- Collaborated with a team of 8 in developing a cache-based to provide 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

RINGROAD – IOS/ANDROID MOBILE GAME

- Designed and developed a mobile game for iOS and Android using the **Unity Game Engine** and **C#**
- Implemented a web time server, Unity Ads, Unity In-App Purchases, and Mobile Push Notifications

FULL STACK WEB APPLICATIONS

- Completed 4 full stack web development projects as part of the Harvard CS50's Web Programming with Python and JavaScript course
- Developed a Wikipedia replica, eBay replica, Gmail replica, and Twitter replica using **HTML/CSS**, **JavaScript**, and **Python (Django)**

SKILLS, AND PERSONAL INTERESTS

- **Technical Skills:** C#, C/C++, Java, Python, JavaScript, HTML/CSS, Django, React, Unity, Git
- **Personal Interests:** Soccer, Game Development, Hiking, Snowboarding, Traveling, Reading