DIMITAR JANEVSKI

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EDUCATION

University of Calgary, BSc in Software Engineering | GPA: 3.92/4.00

September 2020 – April 2024

Seymour Schulich Community Service/Entrepreneurship Prestige Award recipient (\$39,450)

WORK EXPERIENCE

Software Engineering Intern | Semgrep | San Francisco, CA

June 2023 – August 2023

Incoming intern working on security tools used by Snowflake, GitLab, Slack, Dropbox, and more.

Lead Software Engineer | FansFirst Tickets Inc. | Remote

May 2022 – June 2023

- Onboarded and managed a team of 3 developers in the development of new features for 25k+ users.
- Drove the expansion of the site by adding 10 teams to the site, leading to a 68% increase in revenue.
- Improved site stability by refactoring old code, leading to a 77% decrease in critical site crashes.
- Achieved **100**% project transparency, decreased time-to-market by **23**% and improved team efficiency by **20**% by introducing an Agile workflow through Kanban and hosting team-wide weekly stand-ups.

Full Stack Engineer | FansFirst Tickets Inc. | Remote

January 2022 – May 2022

- Implemented the React frontend of a new seller dashboard leading to a 25% increase in user listings.
- Built an end-to-end blog system using **React**, **Python**, **AWS Lambda**, **S3**, and **CloudFormation**, leading to a **32**% increase in organic web traffic and a **21**% increase in Google search query performance.
- Wrote a **Python** fraud detection algorithm utilizing user info, transaction history, 3DS2, and AVS verification, resulting in a **45%** increase in fraud detection accuracy and **\$225K+** saved in fraud loss.

Software Engineering Intern | Tech For Good Inc. | Remote

June 2021 – August 2021

- Collaborated with a team of 8 in developing cache-based internet access to parts of rural Africa.
- Developed a Python script to collect and transmit device data to AWS IoT Core using MQTT.
- Spearheaded the **Docker** containerization of **Node.js** server, optimizing scalability and deployment.

Software Engineering Team Member | Relectric | Calgary, AB

October 2020 – January 2022

- Simulated CAN frames with can-utils which assisted in implementing **CANBUS** for all inter-device communication; improved onboarding times by **21%** with **Sphinx** by automating documentation page.
- Tested optimizations to tech stack which resulted in 40% faster start-up times on a Raspberry Pi 4.

PROJECTS AND LEADERSHIP

Vice President of Content Development/Mentor | Schulich Ignite

- 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; mentored **8** students.
- Helped design and organize a 24-hour hackathon for **30+** high school and first year university students.

Full Stack Developer | Equa | https://devpost.com/software/equa

- Led the design of and built a **Plasmo** Chrome extension and **React** web app that allow users to donate to charities using the **Stripe API** while shopping online and discover new causes to support.
- Won "Admin's Choice Award" in the Hack the Change 2022 hackathon amongst 375+ participants

Front End Lead | DuoChef | https://devpost.com/software/duochef

- Developed a gamified web-app for learning to cook with a computer vision powered points system.
- Led **Figma** design and implementation of our **React** front end; helped teach React to team member.
- Received first place in the U of C Hack Your Learning 24-hour hackathon amongst 60+ participants.

Full Stack Developer | Sketch Royale | https://github.com/dimitar-j/SketchRoyale

- Built a distributed web-based multiplayer drawing game using React, TypeScript, and Node.js.
- Developed the game's frontend; added backend support for live drawing and chats using **WebSockets**.
- Implemented a distributed backend with fault tolerance, passive replication, and client-side failover.

SKILLS