

Deniza Malataeva

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github.com/dmalataeva Software
behance.net/dmalataeva Art

Experience

Thalmic Labs, Software Engineer *Kitchener, Canada – Winter 2018*

Designed and created scalable microservices for high-workload cloud operations.
Created a concurrent file streaming service to shorten download time by more than 80%.
Built a repository tool which recursively converts Python syntax into formatted text.

ScribbleLive, Software Developer *Toronto, Canada – Summer 2017*

Restructured back-end microservices to optimize live newsfeed editing performance.
Introduced tag editing and searching capability for posts using ElasticSearch.
Used Node.js, React.js and Websockets to create an editor-to-reader chat interface.

ScribbleLive, Software Testing Intern *Toronto, Canada – Fall 2016*

Fronted the development of the product's back-end automation project using Selenium,
reducing testing time by more than 30%.

Genetec, Programming Intern *Montreal, Canada – Winter 2016*

Scripted customizations into Dynamics CRM using C#, accelerating customer-facing
processes in various departments

Projects

Story and Canvas *Node.js, WebGL (Three.js), Go*

A collection of mini-projects that explore web graphics and design. Particular points of
focus are user-centric experience and visually striking storytelling.

Visualyrics, MCHacks 2017 *Python, WebGL (Three.js), IBM Watson*

A web app that leverages IBM Watson and Semantria machine learning APIs to analyze
song lyrics in terms of sentiment and visualize gathered data

Skills

Languages

Go (GoLang)
Java
Javascript ES6, ES7
C, C++
Python

Frameworks

HTTP, TLS
AMQP (RabbitMQ)
React.js, Node.js
WebGL
OpenGL (basics)

Tools

AWS
Kubernetes
Docker
ElasticSearch
PostgreSQL

Education

University of Waterloo, B.A.Sc. in Computer Engineering
Expected graduation date – June 2020

Leadership

Engineering Society Arts Director *Sept 2017 – Aug 2018*

Overseeing the logistics and planning of arts-related events. In the past, coordinated DIY
neon workshops which increased the usual turnout rate by a factor of 7.

Engineering Society Tech Workshops Director *Sept 2017 – Aug 2018*

Compiled material for WebGL workshops and guided students through the basics of
Three.js, 3D model to browser imports and cube map VR concepts.