Dragon Prevost

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Languages and Skills

• Python • Go • Machine Learning • Remote Sensing • OOP • Functional • Version Control • DBMS • Data Structures

Education

University of Victoria — Victoria, BC
Bachelor of Science in Computer Science — *Expected Graduation: April 2021*

University of Victoria — Victoria, BC
Diploma in Business Administration — *Aug 2014 - April 2015*

Experience and Proficiencies

MazumaGo — Vancouver, BC
Software Engineer — *September 2022 - Current*

User Authentication: Made us of tools and patterns such as OpenID, Json Web Tokens, multi-factor authentication, and permission levels to build authentication system.

Project Management: Oversaw the completion of multiple projects such debit card

Djano Rest framework: Description

Typescript: Trained, tuned and evaluated a Feature Pyramid Segmentation Network to classify active wildfires via Earth observation data sets.

Bank Processing: Built out backend for neo bank.

User Authentication: Made us of tools and patterns such as OpenID, Json Web Tokens, multi-factor authentication, and permission levels to build authentication system.

Urthecast — Vancouver, BC
Machine Learning Engineer — *April 2020 - December 2020*

Remote Sensing: Gained knowledge and experience of remote sensing through processing a variety of Earth observation products for machine learning applications.

Regression Models: Applied XGBoost's Random Forest Regressor models to predict soil moisture from various Earth observation products such as the European Space Agencies Sentinel platform.

Segmentation Networks: Trained, tuned and evaluated a Feature Pyramid Segmentation Network to classify active wildfires via Earth observation data sets.

Processing Pipelines: Automated processing pipelines for Earth observation and remote sensing products.

UVic Aero Club — Victoria, BC
Software Lead — *May 2017 - April 2020*

Networking and Communications: *Python's socket* library to implement *UDP* video streaming platform.

Electrical Systems: Soldering, motor control, and serial protocol applied to ground vehicle control system.

Leadership and Project Management: Executive leader for a team of 10+ software developers through various aerospace projects. Using development tools and concepts such as *Git*, issues, backlogs, and pull requests.

Interdisciplinary Operation: Practiced communication and development through various interdisciplinary projects involving software, electrical and mechanical engineers.

SES Consulting — Victoria, BC
Software Engineer — *January 2019 - Aug 2019*

Front-End: Utilized cutting edge front-end tools such as JavaScript, React and Storybook. Optimization of state management in a web application with resources such as React's *hooks* and *context*.

Back-End: Endpoint development using the *Django* framework and *PostgreSQL DBMS*.

Agile Development Process: Exercise the scrum agile development process with Jira and Git.

Data Structures: Reduce front-end render time via data structures such as adjacency matrices and hash tables.

Design System: Component library for a React development team to quickly access properties of components.

Barnacle Systems Victoria, BC

Software Engineer *Oct 2017 - Dec 2017*

Embedded C: Develop daemons on the Legato framework to monitor the accelerometer on an IoT platform(mangOH WP85). Made use of Industrial Input-Output and low-level device drivers.

Software Deployment: Oversee deployment and managing software updates to a network of IoT devices.

Linux and Drivers: Work with a custom Linux distribution while developing low-level daemons on a marine vessel IoT device. Experience with drivers, micro-processors, IIO, and systems.

Projects

Echo Synth: Synthesizer written in Python, designed to modify and recreate sounds that occur in the natural world.

Battle Snake: A-Star shortest path algorithm applied to a bot that plays a competitive game of snake.

Collaborative Playlist Generator: Web application for automating collaborative playlists using the *Spotify API*.

Distributed Video Annotation: A distributed architecture with *Python* and *Kubernetes* to annotate video context.

Cognitive Load Classifier: Boosted tree classifier trained to identify the presence of cognitive load from EEG input.