

Dragon Prevost

www.dkp.io

github.com/dragonprevost

Email : dragon@dkp.io

Mobile : (604) 902-0904

9101 Riverside Dr. Whistler, BC

LANGUAGES AND SKILLS

• Python (6 yrs) • Machine Learning (2 yrs) • AWS/GCP • Golang • REST API • Docker • Kubernetes • Typescript

EDUCATION

University of Victoria

Bachelor of Science in Computer Science

Victoria, BC

April 2021

University of Victoria

Diploma in Business Administration

Victoria, BC

April 2015

EXPERIENCE AND PROFICIENCY

MazumaGo

Software Engineer

Vancouver, BC

September 2021 - Current

REST API: Gained proficiency in developing REST APIs while building the backend for a virtual banking platform.

Reliable Software Engineering: Acquired and applied strong software practices such as comprehensive unit testing and system monitoring to assure reliability in sensitive banking operations.

System Design: Designed and implemented a credit card program, including real-time card authorization processing, building a financial ledger, managing card debt, and processing payments.

Product Ownership: Took the lead on developing credit cards for MazumaGo by creating product timelines, generating product specifications and allocating engineering resources to the project.

Authentication & Security: Became familiar with the common authentication paradigms OpenID and JSON Web Tokens while developing a multi-factor authentication system emphasizing flexibility and security.

Urthecast

Machine Learning Co-op

Vancouver, BC

April 2020 - Jan 2021

Architecture/Cloud Computing: Discovered innovative ways to improve the scalability of an already existing machine learning pipeline using cloud services such as Amazon's S3 buckets, EC2, and lambdas.

Regression Models: Predicted soil moisture by training XGBoost random forest regression models on various Earth observation products such as the [European Space Agency's] Sentinel constellation.

Segmentation Networks: Trained, tuned and evaluated PyTorch Feature Pyramid Segmentation Networks to classify active wildfires with 90% accuracy via Earth observation data sets for the 2020 Australian bushfires.

Data Processing: Designed cloud-based processing pipelines for satellite imagery datasets using web services and containerization.

SES Consulting

Software Engineer Co-op

Victoria, BC

January 2019 - Aug 2019

Design System: Gained knowledge of design systems while implementing a component library in React, improving implementation speeds and reducing friction for future application development.

Performance: Excersized various data structures and algorithms to improve web application render time by 80%.

UVic Aero Club

Software Lead

Victoria, BC

May 2017 - April 2020

Networking: Designed server-side and client-side architecture for high-speed video streaming platforms for uncrewed aerial vehicles using low-level networking protocols.

Leadership and Project Management: Executive leader for a team of 10+ software engineering students working on 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.

Barnacle Systems

Software Engineer - Open Source Contributor

Victoria, BC

Oct 2017 - Dec 2017

Embedded C: Developed 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: Oversaw deployment and managed software updates to a network of IoT devices.

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