Dragon Prevost

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Languages and Skills

• Python • Typescript • Go • Machine Learning • Web API • OOP • Functional Programming • Algorithms

Education

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

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

Experience and Proficiency

MazumaGo — Vancouver, BC
Software Engineer — *September 2021 - Current*

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 against the card balance.
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.

EarthDaily — Vancouver, BC
Machine Learning Co-op — *April 2020 - Jan 2021*

Architecture: Found innovative ways to improve the scalability of an already existing machine learning pipeline using cloud services such as Amazon S3 buckets, lambdas, and containerization.
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 bush fires.
Algorithms and Datasets: Became comfortable applying algorithms to massive datasets while maintaining and pre-processing Earth observation images before training and scoring models.

Audette — Victoria, BC
Software Engineer Co-op — *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 — Victoria, BC
Software Lead — *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 — Victoria, BC
Software Engineer Intern — *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: 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.