

# Dragon Prevost

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9101 Riverside Dr. Whistler, BC

## LANGUAGES AND SKILLS

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

## EDUCATION

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### 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

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### MazumaGo

*Software Engineer*

Vancouver, BC

*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.

**Real-time Systems:** 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

*Machine Learning Co-op*

Vancouver, BC

*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

*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 Intern*

Victoria, BC

*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.