Eitan **Yehuda**
SOFTWARE ENGINEERING STUDENT

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Summary

- Software Engineering student **(year 5 of 5)** with experience in numerous programming languages using **Linux** and **Windows** platforms.
- Extensive **Object-Oriented programming** experience with **C#**, **Java**, **C++**, and **Python** through diverse work and academic experiences.
- Strong **prioritization**, **collaboration** and **communication** skills gained through completing various academic and work related projects.

Education

McMaster University   *Hamilton, ON*
BACHELOR OF ENGINEERING - SOFTWARE ENGINEERING (CO-OP)   *September 2017 - April 2022*

- McMaster President's Award 2017
- Activities: McMaster Artificial Intelligence Society, McMaster Hyperloop Team
- Relevant Course Work: **Databases**, **Data Structures & Algorithms**, **Digital Systems & Interfacing**, **Operating Systems**, **Concurrent Programming**, Principles of Programming, Software Testing, Software Project Management, Software Design, Computer Architecture, Computer Graphics, Human Computer Interfaces, Probability & Statistics for Engineering, Discrete Math, etc.

Work Experience

Adlib Software   *Burlington, ON*
SOFTWARE ENGINEERING INTERN   *January 2020 - December 2020*

- Worked as part of a team to design and develop an end-to-end engine that is modularized, robust and easy to use.
- Enhanced existing user interface, API layer, business logic and database components by integrating new features into product pipeline.
- Structured and optimized automation of testing processes making the conduction of test plans much faster for QA Testers.
  Languages/Tools: C#, Visual Studio Workflows, .NET, Azure, SQL Server Management Studio, Seleniun, NUnit

MRI Software   *Toronto, ON*
SOFTWARE DEVELOPER INTERN   *May 2019 - August 2019*

- Implemented SSO for the Analytix product using Okta and made an endpoint that handles login token.
- Resolved several critical front and back end issues by developing and refactoring interface and database components.
- Enhanced and optimized the API layer, business logic and data modeling components of a SAAS based BI portal and Data Warehouse.
  Languages/Tools: C#, IntelliJ IDEA, .NET Core, AngularJS, Azure, MySQL, Postman

Projects

Brick Builder   *Remote*
MCMASTER UNIVERSITY   *Fall 2021*

- Created a LEGO brick modelling application using matrix calculations to allow for transformations, rotations and translations 3D bricks.
- Included lighting, material rendering and ray tracing for brick selection and placement in 3D environment.
  Languages/Tools: C++, OpenGL, Visual Studio Code, GitLab

Return Of The Bomberman   *Remote*
MCMASTER UNIVERSITY   *Winter 2021*

- Recreated a multiplayer web version of the Bomberman game playable by up to four players on different platforms hosted online.
- Built upon the original game by addition several features that act as power-ups attainable by players.
  Languages/Tools: Javascript, HTML/CSS, NodeJS, Socket.IO, Heroku, MochaJS + ChaiJS, JSDoc, Visual Studio Code, GitLab

PPM Image Converter   *Remote*
MCMASTER UNIVERSITY   *Fall 2020*

- Coded a program that generates a pixelated version of an input image by using the mutation and evolution of each pixel's RGB values.
  Languages/Tools: C, Visual Studio Code, GitHub

Tool Kit

	Advanced | Intermediate
Languages	**C++, C#, Java, Python, MATLAB, JavaScript, SQL**, Go, C, R
Environments	**Visual Studio, Eclipse, IDLE, MySQL**, IntelliJ IDEA, SQL Server Management Studio, Jupyter
Tools	**OpenGL, Azure, .Net, Git, DB2, LaTex**, Unity, Heroku, Pygame, AngularJS, JSDoc, NodeJS, MochaJS, JUnit