GINO SALAYO

Software Engineer

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SKILLS

Languages   JavaScript, HTML/CSS, Java, Python
Technologies   React, React Native, Redux, Node.js, Express, MySQL, MongoDB, GitHub, Unix

EXPERIENCE

Software Engineer
Beam.gg (Startup)
Sept – Nov 2020
Toronto, ON (Remote)

- Independently developed front-end UI for online community management B2B **SaaS** platform using **React/Redux**, **AWS**, and **SEO** best practices, leading to MVP launch
- Demonstrated passion for continuous learning by quickly grasping and implementing new technologies such as 3rd **party APIs** for subscription management and location data and **websockets** for notifications
- Worked in a small team of 5 using **scrum** methodology to adapt to fast-paced, dynamic environment
- Displayed ability to wear multiple hats through contributions to design, development, and testing

Computer Engineering Intern
Ontario Power Generation
May 2017 – Jul 2018
Pickering, ON

- Showcased initiative by automating manual inventory checks using **VBA** and quickened process by 99%
- Displayed outstanding leadership skills while testing, debugging, and updating **C#** toolset used for verifying nuclear power plant data, leading to deployment for field use
- Exhibited strong organizational skills while balancing various responsibilities, including maintaining information display system, managing department training, and procuring and testing computer parts
- Demonstrated exceptional written and verbal communication skills through technical reports and collaboration with team members and stakeholders

PERSONAL PROJECTS

COVID-19 Contact Tracing App
github.com/filigino/trace-app

- Full stack mobile app for COVID-19 contact tracing that uses **React Native/Redux**, **Node.js**, **Express**, **MongoDB**, and **REST API** to utilize Bluetooth to detect proximity to other users within a 20 foot radius

8-Bit Image Pixelator
github.com/filigino/8-bit-img-pixelator

- **Java** program that uses the median cut algorithm to generate 8-bit style pixelized versions of images

Pathfinding Visualizer
github.com/filigino/pathfinder

- **Python** program that visualizes searching algorithms (BFS, DFS, A* search) in a graphical user interface

EDUCATION

Bachelor of Engineering, Mechatronics
McMaster University (Department of Computing and Software)
Completed April 2019
Hamilton, ON