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## Technical Skills

### Languages

- Python
- Javascript
- C++
- ASP
- Java
- HTML/CSS
- C#
- PHP

### Frameworks and Technologies

- React
- nodeJS
- npm
- Webpack
- postgres
- AngularJS
- Flask
- jQuery
- mongoDB
- ASP.NET

### Operating Systems and Tools

- OS X
- Ubuntu
- Sublime
- VSCode
- Sketch
- Gerrit
- AWS
- Windows
- Git
- IntelliJ
- VIM
- JIRA & Pivotal
- Docker

## Professional Skills

Excellent communication skills as well as ability to quickly adapt to new environments and challenges

Ability to utilize creative talents to develop elegant and unique user experiences

Able to lead a wide variety of design and development projects within independent and team situations

# IAN MINOSO

## Software Engineer

Hello! My name is Ian and I'm currently a Computer Engineering Student at the University of Waterloo graduating in 2017. My main interest and focus is in web development from a front end and back end perspective, but I am also open to learning and exploring all aspects of technology!

## Employment

### Software Engineer

#### CoreOS

Sept 2016 - Dec 2016

New York, NY

- Upgraded the front end architecture of the web platform of Quay, the main container registry used to host container images
- Migrated large scale Javascript application from Angular 1.5 to React while improving performance, code modularity and simplicity
- Redesigned and upgraded the build system from Grunt to Webpack while installing Typescript as the main Javascript superset language and SASS as the CSS preprocessor
- Collaborated with designers to engineer the design of a new repo-view page and search and explore functionality of the platform

### Full Stack Developer

#### ConnectedLab

Jan 2016 - Apr 2016

Toronto, Canada

- Built web architecture of IoT platform including: designing and developing a REST API, implementing an auth service, using Socket.IO for real-time applications and designing front end UI
- Led the development of custom internal web style guide framework with reusable components using CSS/LESS, improved efficiency of developing front end UI by 50%
- Engaged in client work for major corporate banks to build tokenization service using Java Play framework, regularly travelled onsite to scope project and build service for bank client
- Maintained internal scheduling tool using nodeJS and React, doubled efficiency of scheduling projects

### Front end Engineer

#### Compass

May 2015 - Aug 2015

New York, NY

- Involved in rebrand project that included new web platform, mobile app, marketing collateral and new comprehensive company identity
- Redesigned front end consumer facing pages to be responsive and mobile friendly, increasing page views by 100%
- Regularly engaged with product managers to adapt to changing specifications and product requirements
- Engineered back end Python routing architecture to be scalable and allow multiple geographic regions

### Front end Engineer

#### Canopy Labs

Aug 2014 - Dec 2014

Toronto, Canada

- Improved UI design and functionality across various aspects of the web platform, including dashboards, widgets and lead generator
- Used mongoDB's aggregation framework to aggregate documents that are rendered visually on the front end
- Developed Python scripts to import customer data from external sources (exacttarget, salesforce, spreecommerce) into mongoDB collections
- Created an onboarding process to familiarize users with the new version of the front end platform in AngularJS
- Assisted clients in creating HTML email templates to be sent to several hundred customers

## Education

### BASc Computer Engineering

#### University of Waterloo

May 2017 Expected Grad

## Side Projects

### EzPark

[github.com/iminoso/ezpark](https://github.com/iminoso/ezpark)

Engineering senior design project, utilizes image processing with Google Vision API to provide accurate information on the availability of parking lot spaces in real time

### Harry Potter Text Analysis

[github.com/iminoso/ENGL-108P](https://github.com/iminoso/ENGL-108P)

Provided insights into the Harry Potter novels by performing various textual analysis techniques using Python and NLTK library, summarized in a Medium blog post

### Flappybird HTML 5 Game

[ianminosos.com/flappybird](https://ianminosos.com/flappybird)

Implemented a version of the mobile game flappybird in HTML 5, utilized phaser.io framework to render sprites and create functions for the game