Irvino Djuana

SOFTWARE DEVELOPER · COMPUTER SCIENCE MAJOR AND MATHEMATICS MINOR · UNIVERSITY OF BRITISH COLUMBIA

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Education

The University of British Columbia   *Vancouver, BC*

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MINOR IN MATHEMATICS, 4TH YEAR   *Sep. 2017 - Apr. 2022*

- Cumulative Average: 93% (3.9/4.0 GPA)

Experience

Orbis Investments   *Burnaby, BC*

SOFTWARE DEVELOPER INTERN   *Jun. 2020 - Present*

- Developed various features, improvements, and unit tests to a RabbitMQ publishing application written in C, .NET, and Angular
- Designed and implemented an autofill form feature reducing the time taken to copy and republish messages from a few minutes to < 1 second
- Participated in code reviews and gained domain knowledge about investment management and finance as part of the Global Platforms team

Microchip Technology   *Burnaby, BC*

SOFTWARE VERIFICATION ENGINEER CO-OP   *Jan. 2019 - Apr. 2019*

- Independently designed and developed an internal test reporting tool using Python, HTML, CSS, and JS to aggregate and visualize daily test data; iteratively improved on the design with user feedback; reduced debugging times for 15-20 engineers in Burnaby and Shanghai
- Automated identification of passing tests using Python scripts on Jenkins CI
- Improved workflow efficiency by automating the detection of failing software check-ins
- Applied Agile methodologies in a scrum-based software development team

Projects

Video Game Database   *https://github.com/jugrajb/proton*

- Designed and implemented a database application for browsing and reviewing video games with a React frontend
- Utilized PostgreSQL and Java Spring Boot to set up data access, user authentication, and RESTful APIs; stored images on AWS S3

Dog Breed Identification App   *https://github.com/irvinodjuana/pet-id*

- Created a machine learning-based dog breed classifier and web application; used transfer learning on pre-trained ImageNet models with Keras
- Utilized Python and Flask to set up a backend server and developed frontend UI with React

Voronoi Diagrams & Image Compression   *code available upon request*

- Implemented a program in C++ to construct voronoi diagrams of an image using DFS/BFS algorithms
- Exercised pair programming and created an image compression algorithm with a QuadTree data structure

Battleship   *https://github.com/irvinodjuana/Battleship*

- Created a web-based battleship game and implemented three different enemy AI strategies in HTML, CSS and VanillaJS
- Wrote unit tests with Jasmine and deployed on GitHub Pages at: https://irvinodjuana.github.io/Battleship/

Mimic   *https://github.com/ubclaunchpad/mimic*

- Helped design and implement a Python library for machine learning text generation with UBC Launch Pad design team
- Independently implemented the GRU RNN model with Keras/TensorFlow; used GitHub for version control and published library on PyPI

Technical Skills

Languages   Python · Java · C/C++ · TypeScript · JavaScript · C# · SQL · HTML/CSS

Tools & Frameworks Linux · Git/GitHub · .NET · Angular · Node.js · Jenkins CI · Subversion · JIRA

Honours & Awards

2020	**UBC Sauder Sponsor Prize**, Most Sustainable Project - nwHacks Hackathon	*Vancouver, BC*
2019	**Trek Scholarship**, Top 5% of undergraduate class, faculty, and school	*Vancouver, BC*
2018	**Trek Scholarship**, Top 5% of undergraduate class, faculty, and school	*Vancouver, BC*