# Joey Pereira





University of Waterloo, Candidate for Honours Bachelor of Computer Science, 2013 - 2018 (Expected)

• Awarded Coop Student of the Year (2015). 3.85 GPA (85% average). Ambassador for School of Computer Science.



## Shopify, Developer Intern (co-op)

(4 months) January 2016 - April 2016

- Developed solutions for large sized retailers and wholesale distributors, building several applications in Rails and React.
- Started and launched a Shopify app for wholesale, providing price management and an optimized customer experience.
- Built an infrastructure resiliency testing framework to describe infrastructure and test it. Inspired by Chaos Monkeys.

# Hack the North (Techyon), Co-Director

(1+ years) February 2015 – Present

- Directed Hack the North 2016, Canada's biggest hackathon with over 1000 hackers from 21 countries who attended.
- Operating a nonprofit organization dedicated to empowering the tech entrepreneurs, running events at uWaterloo.
- Managing a team of 26 students who volunteer their time in order to plan and organize Waterloo's tech biggest event.
- Integrating software we've developed in order to optimize operations, help make the event a success, and track data.

#### PiinPoint, Lead Developer

(1 year) September 2014 – September 2015

- An early stage startup in YCombinator which provides a location analytics to franchises for deciding where to open stores.
- Was solely responsible for creating the initial iOS application from scratch, benefiting customers with on the go analytics.
- Implemented creation of heatmaps of commute times, which involved routing algorithms and processing a 1TB geospatial dataset of the world's roads in C++. Used by all customers for optimal store regions, and statistical analysis.
- Redesigned the **Python** backend to follow REST, and use **MongoDB** and **PostgreSQL** ORMs, accelerating development.
- Created a service in **PhantomJS** for rendering complete reports to PDF. Was highly demanded by enterprise customers.
- Contributed to open source projects used by our team, most notably SQLAlchemy and Leaflet.js.

Projects

HackerAPI February 2015 – Present

- Software backing Hack the North, including a Python API, an internal dashboard in Flask, and user interfaces in React.
- Supporting integrations for Slack bots, Github, support email. On the API we've supported up to 1000 concurrent users.
- iOS and Android apps with event information, a mentorship pairing tool, and data tracking for food consumption and more.
- · Working on a roadmap in order to extend and open source all of the tools built for Hack the North for other hackathons

**Wbot** 2013 – 2014

- A bot client for a popular online video game, Runescape, developed in Java. Involved reverse engineering of bytecode.
- Featured a robust scripting API, and implemented competitor APIs for compatibility. Reached at most 250,000 users.

#### OneApp, devpost.com/software/oneapp

June 2016

- 3rd place winner of Battle of the Hacks v3 held by Andreessen Horowitz.
- Created a working Google Instant Apps implementation on iOS, with a set of basic demo apps, imitating the Google demo.

## Moocast, devpost.com/software/moocast

June 2015

- Winning project for the Battle of the Hacks v2 hackathon held by Andreessen Horowitz for \$25,000.
- Judged as best hack by industry leaders from Tilt, Airbnb, Yahoo, 21 Inc, a16z, the University of Cornell, and more.
- Live streams the screen of an Android device to a web page using **Python**, **Node.JS** and FFmpeg.

#### TechTanks, techtanks.techretreat.ca github.com/TechRetreat/RTanque

August 2015

- A programming game where you code a tanks A.l. in Ruby to fight other players.
- Designed as an introduction to Ruby for a highschool hackathon TechRetreat, which was a great success.

# **♥**<sup>a</sup> Technical Skills

**Languages** Javascript (Node.js · ES5 · ES6) · Python · Ruby · Racket · Java · Objective-C · C++

**Frameworks** React · Rails · Angular.js · Flask · Tornado · Django

**Datastores** Redis · SQL (PostgreSQL · SQLAlchemy · Alembic) · MongoDB (MongoEngine)