Ian Ludanik

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Education

York University   Toronto, ON
Hons. Bachelor of Science, Computer Science   *September 2022 - April 2026*
- **GPA:** 3.3 / 4.0
- **Related Coursework:** Computer Networks, Computer Security, Databases, Linear Algebra

Experience

Microsoft   May 2025 – August 2025
Software Engineer Intern   *Vancouver, BC*
- Incoming Software Engineer Intern for Summer 2025

Microsoft   September 2024 – December 2024
Software Engineer Intern   *Vancouver, BC*
- Engineered a major overhaul of the automated replay system using **C#** and **Python**, reducing testing time by up to **20%** for **600+** engineers and QA testers across **Xbox Game Studios**
- Designed and implemented performance reporting functionality using **C#** and **Python** to enable local A/B testing of builds, reducing iteration time by up to **40%** for **15+** engineers in the Core Tech team

Leadership

Application Developer   January 2023 – Present
York University Student Support Application Development Council   *Toronto, ON*
- Built a tool using **Python** which enables students to monitor and automatically enroll in courses at York University, reducing total enrollment time by nearly **70%** for **130+** students
- Used **Selenium** to fetch course information, store cookies and user data, and automatically enroll the user
- Utilized **Click** to create a intuitive, well-documented, and user-friendly CLI interface, allowing for ease-of-use

Projects

Pomoduino | *Python, JavaScript, C, SQL, Flask*
- Created a web-app using **JavaScript** and **Flask** which enables a user to work productively with the use of a Pomodoro timer
- Synchronized the web-app timer with a physical clock connected to an **Arduino** board using **C** and **Python**, allowing the timer to be controlled with a physical interface
- Collected and analyzed productivity metrics, using stored session results in a **SQLite** database, and displayed these metrics through the frontend to enable the user's understanding of their habits

Chess Game | *Java, LibGDX*
- Created a program using **Java** which allows two users to play Chess against one another locally
- Used **LibGDX** to implement an intuitive and visually appealing GUI
- Represented the game state and pieces using Objects, reducing code complexity significantly

Technical Skills

Languages: C#, Python, Java, C, JavaScript, SQL, Bash, HTML/CSS
Tools and Frameworks: Git, React, Selenium, Flask