Mattias Zurkovic

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EDUCATION

University of British Columbia

Vancouver, BC

Bachelor of Electrical and Computer Engineering

Expected April 2022

EXPERIENCE

Electronic Arts

Burnaby, BC

Cloud Engineer Intern May 2020 - Aug 2020

- Develop data engineering pipelines using Apache Airflow and Astronomer, including transactional ingestion for YETI.
- Update a metrics-based pipeline for Battlefield 5 using newly defined ETL pipeline standards that decreased the DAG amount by half in the application.
- Owned the development of a new CI/CD deployment pipeline that decreased application integration time to one verification. Included automatic release branch creation, change detection, and tag incrementation.

UBC Unmanned Aircraft Systems

Vancouver, BC

Aircraft Electronics Team Lead

Sept 2017 - Jun 2020

- Responsible for leading the aircraft electronics design for several industrial grade multi-rotors. Helped develop antenna tracking software that detects changes in antenna RSSI magnitude.
- o Create a Python based application to detect objects on the flight path. Implement an HD digital video stream to increase granularity over the previous 5.8 GHz analog video stream.
- Developed a low-side modular current sensor rated up to 60A allowing current draw to be monitored for each motor on the aircraft.

Best Buy Canada

Burnaby, BC

DevOps Engineer Intern

May 2019 - Aug 2019

- Developed Docker base images and standards to be used in OpenShift for Java, NodeJS, and OpenJDK.
- Create Python scripts and Ansible automation to help validate application and server migration.
- Adopt the Dynatrace monitoring solution at an enterprise level scale by deploying the tool to managed clusters on premises and in the Azure cloud.

Best Buy Canada

Burnaby, BC

Software Developer Intern

Apr 2018 - Aug 2018

- Helped develop a new RESTful search API using Java microservices architecture with Spring Boot.
- Worked with Solr search engine to optimize search relevancy results and improve administrator web applications.
- Prevent CRLF injection in administrative search application using ESAPI security library and wrote unit tests.

Upside Wireless

Vancouver, BC

Software Engineer Intern

Mar 2016 - Apr 2016

- Collaborated with senior engineers to develop a signal processing algorithm that senses peaks in magnetic fields for an Android application made for accurate sprint timing.
- Helped implement a companion web based system where runners keep history and analyze their workout data. Focused on user authentication using Java and MySQL.

Projects

- Luup: A REST API developed using NodeJS and MongoDB to aggregate restaurant/bar activity and send it to a React based front-end web application.
- BandoMap: An Express and NodeJS based web application that utilizes the Google maps API and OAuth to allow Quad-copter/RC plane pilots to find safe locations to fly.
- Robotic Manipulator Kinematics: Developed a 4 DOF robotic arm manipulator and wrote all the control code, inverse and direct kinematics in C.
- Precision Brushless Motor Controller: A modular controller for PMSM motors built on the DRV8323 gate driver and controlled by a sinusoidal commutation loop. It is capable of torque, speed and position control and uses RS-485 communication protocol.
- Cache System Simulator: A C and SimpleScalar based project to simulate the performances of various cache systems such as direct-mapped, set-associative and fully associative caches. Also includes a prefetcher and victim cache option.

SKILLS

- Languages: Python, Java, C, Verilog, Matlab
- Technologies: Git, Linux, Docker, Airflow, Ansible, AWS, Atlassian, Snowflake
- Web Development: Express, SQL, MongoDB, Spring, HTML/CSS