Martin Ivanov

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EDUCATION

McMaster University | Bachelor of Engineering in Software Engineering Co-Op

September 2020 - May 2024

- 3.7/4.0 Cumulative GPA, McMaster President's Scholarship, Dean's Honour Roll
- Relevant courses: Data Structures & Algorithms, Object-Oriented Programming, Digital Systems & Interfacing

RELEVANT WORK EXPERIENCE

Software Developer Intern

September 2021 - Present

Peernet.co | Toronto, ON (Remote)

- Developed scalable features for a student social collaboration platform with 2100+ users across 3 universities
- Designed, built, and tested web components using **React**, **Redux**, and **React Query** in a full-stack environment
- Constructed RESTful APIs with Express/Node and used Postman to perform 100+ API tests in development
- Built a convenient GPA calculator with automated course data entry that was used by over 20% of active users
- Developed a homework help feature for students to ask questions in 9000+ unique course forums
- Deployed 25+ novel features and updates to the site in weekly Agile sprints as part of a small start-up team

PROJECTS

Eatsy — Meal Planning App 🦪 🦠

- Developed a full-stack web application for planning meal portions to help users stretch grocery budgets
- Built a React front-end with Google Calendar style functionality, prioritizing a smooth user experience
- Implemented a full user authentication system using JSON Web Tokens and bcrypt for encryption
- Constructed a REST API using Express and Node to create, read, update, and delete data from MongoDB
- Reduced monthly grocery spending by over 30% after consistently using the application for one month

JobBase — Job Application Organiser 🦪

- Developed a desktop program to map job search progress by tracking and visualising job application data
- Constructed a user-friendly **Java Swing GUI** to allow the user to intuitively create, update, and delete records
- Created and connected to an Amazon Web Services RDS MySQL cloud database to store user job app records
- Algorithmically consolidated data from 200+ records to generate heatmaps, Sankey diagrams, and pie charts

RealLight — Ray Tracing Simulator Ω

- Created a ray-tracer in C++ capable of rendering high resolution images of objects with lifelike lighting
- Applied linear algebra and physics concepts to realistically simulate diffusion, reflection, and refraction of light
- Utilised multi-threading to reduce the time spent rendering images by 40% through concurrent execution

- Implemented a Selenium browser to automate the process of checking for new driving test availabilities
- Set up a Python SMTP system to automatically email the user as soon as a new appointment opened up
- Reduced waiting time to get a driving license by 70% through automatically running the script 75+ times a day

SKILLS

Languages & Libraries/Frameworks: JavaScript, HTML/CSS, Python, Java, C, C++, React, Express, Node.js, Bootstrap **Tools:** Git, Linux, Bash, MongoDB, SQL, Heroku, Netlify, Jira, Trello, VS Code, IntelliJ, NetBeans, Postman, AWS RDS