Mateo Shkodra

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Education

University of Waterloo   Waterloo, ON
Bachelor of Mathematics Co-op in Statistics and Combinatorics & Optimization   *Sept. 2022 – May. 2027*

Experience

Product Management Intern   May. 2023 – Aug. 2023
ContactMonkey   *Toronto, ON*
- Championed 7 new Product Features regarding CM's Email and SMS product line projected to lead to $500,000 in renewal ARR.
- Led statistical insight into the Feature Prioritization Session, prioritizing 3 features with an estimated $400,000 in renewal and new ARR
- Joined client calls, and participated in feature usability testing sessions leading to the inception of 2 new features.

Lead Instructor   Oct. 2021 – May. 2023
Mathnasium of Lakeview   *Mississauga, ON*
- Leveraged TypeScript to create an Excel automation that would parse student data for: Attendance, Days since Enrollment, Days since last Assessment/Progress Check, and Number of Concepts Mastered.
- Automation generates a report based on parameters set by the Centre Director, increasing efficiency by 1000%.
- Tutored 4 students per hour the AP Calculus, IB HL/SL Math and Ontario High School math curriculum, depending on their individual learning needs

President + Instructor   Oct. 2021 – June. 2022
Glenforest Computer Science Club   *Mississauga, ON*
- Led lectures teaching Data Structures & Algorithms such as Dynamic Programming, Dijkstra, Kruskal, Disjoint Set Union, Segment Trees, to train students for the Canadian Computing Competition.
- Collaborated with a team of 3 to coordinate said lectures and resulted in 10+ students achieving distinction (Top 25%) on both the Senior and Junior contest.

Projects

myUniCourseBuddy | *HTML, CSS, React, Next.js, Node.js, MongoDB, Puppeteer*   Aug. 2023
- Developed the front-end of project in JavaScript by teaching myself Next.js and React.
- Implemented a Depth First Search algorithm that used nodes from a MongoDB database to generate Course schedules for a given semester.
- Working with 3 teammates, this began an ambiguous project that we drove to completion by the end of the 36 hour Hackathon period.

Premier League Simulation | *Python, Pandas, Numpy, Matplotlib*   Aug. 2023
- Implemented a Monte Carlo Simulation that could play out millions of English Premier League Soccer Games and predict the result of a season
- Makes use of a dataset with every Premier League / Championship game in the last 5 years, to find the expected goals per game of each team, using it as the parameter of a Poisson distribution and thus simulating matches between teams
- Leveraged the foundational knowledge from a University Statistics class to self-teach myself the theory behind Monte Carlo simulations and implement it for myself

Multiplayer Hangman | *Node.js, Socket.io, HTML, CSS, Javascript*   July. 2022
- Developed a server-client platform that allows remote users to connect and play a game of hangman together
- Project was built in 48 hours for a Hackathon where my team placed Top 5 among 40 competitors

Technical Skills

Languages: JavaScript, Java, Python, C/C++, R, Racket, HTML/CSS
Tools & Frameworks: Next.js, Node.js, Linux, Git, MongoDB, Figma, Excel
Libraries: React, Pandas, Numpy, Matplotlib, Puppeteer, Selenium