Mikhail G. Koudrov-Wilkinson

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Software Engineering Student at the University of Waterloo

Work Experience

Broadridge
Software Engineer   Nov 2020 – Jul 2022
- Spearheaded the development of the reports project, which is crucial to the daily operations of all Canadian banks.
- Optimized server structure and back-end report controller using Java, resulting in expanded SDK support for new outputs.
- Managed a team of 6 developers, overseeing the conversion of over 400 reports from SQR to BI Publisher Server.
- Modeled new data structures using Rational Rose to generate Java code.

Broadridge
Software Engineer Intern   Apr 2019 – Aug 2019
- Developed and maintained R-Digital, a SaaS web application for banks streamlining workflows.
- Built out web pages using C# and ASP.NET, defining workflow logic for bank applications.
- Created a dashboard interface using HTML5 and CSS for easy access to important information.
- Wrote SQL queries to debug server issues and manipulate data for testing edge cases.
- Collaborated with senior engineers to tackle a large redesign related to overarching site design and input sanitization for workflows.

BlackBerry
Software Development Intern   Aug 2018 – Dec 2018
- Demonstrated the capabilities of Unified Endpoint Manager software for Forester's UEM Wave in Q4 2018.
- Automated the collection and organization of server statistics and reports using bash scripts.
- Enhanced the internal network of virtual machines using VSphere to test and showcase UEM capabilities.
- Collaborated with third-party developers to integrate UEM, leveraging BlackBerry's API to address industry-specific challenges.
- Deployed database and application servers on the internal network, implemented SSL certificates, and configured firewalls to uphold security standards.

Projects

Assisted Emotion Reading   Jan 2018 – Jan 2018
- Developed emotion-recognition glasses by integrating AWS Rekognition API, Raspberry Pi, PiCamera, and Flask for web hosting.

Connect Boy   Sep 2017 – Dec 2017
- Developed a Connect 4 game-boy device using an Arduino Uno, pushing an ATmega328 to its limits using up 95% of 32kb of storage and 93% of 2kb of RAM.
- Removed dependence on Arduino by eliminating the microcontroller and re-implementing the project on a PCB board.

Skills
- Java, ReactJS, Python, C#, C++, HTML, CSS, PL SQL, MIPS, Powershell, Git

Interests
- Music, Fine Arts, Weight Lifting, Ultimate Frisbee, Volleyball