Mikhail G. Koudrov-Wilkinson

Software Engineering Student at the University of Waterloo

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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.

KA Imaging Inc.

Software Developer Co-op — Jan 2023 - Apr 2023

- Developed and optimized software applications for cutting-edge X-ray imaging systems in the medical industry at KA Imaging.
- Collaborated with cross-functional teams to design, code, test, and debug software features, ensuring adherence to industry standards and best practices.
- Contributed to improving software performance and integrating third-party software, while staying up-to-date with the latest technologies and industry trends.

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