

NIKOLAS VAHLAS

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EDUCATION

The University of British Columbia

Bachelor of Science in Computer Science

Expected Graduation: May 2026

Vancouver, BC

Courses: Software Engineering, Computer Systems, Relational Databases, Algorithms and Data Structures

Activities: nwHacks 2023, nwHacks 2024, Intramural Soccer/Basketball/Flag Football (Winner - Flag Football)

TECHNICAL WORK EXPERIENCE

Software Engineer Co-op

May 2024 – Present

Geotab

Remote

- Collaborated with an Agile team to develop new features for the MyGeotab application using Scrum methodology and technologies such as Docker, .NET (C#), TypeScript, React, and PostgreSQL.
- Optimized C# API calls within the .NET framework, resulting in a 100% increase in execution speed, significantly enhancing user experience and backend performance for over 2 million users.
- Conducted final pre-release testing on a telematics product suite, creating and documenting a testing plan that reduced testing time by 90%, allowing other developers to replicate the process efficiently.
- Resolved a significant translation issue in React and TypeScript frontend code, enhancing user satisfaction by 25% among non-English speaking customers.

Software Engineer

Jan 2024 – Present

Andromeda Fitness Solutions

Remote

- Developed an MVP to improve patient adherence using TypeScript, React, and Node.js, including features such as exercise tracking and a personalized coach.
- Implemented backend features with Node.js for user registration, login, and progress tracking; system can sustain a rate of 5 requests/sec, with 99% of responses under 550.1ms.
- Utilized Mocha for unit testing, achieving 90% statement coverage, guaranteeing a robust and fault-tolerant backend.

PROJECTS

BBallBrainiac | Passion Project | In Progress | *React, Flask, Python*

Jan 2024 – Present

- Spearheaded the development of a fantasy basketball optimization app using Flask and React.
- Engineered a RESTful API for efficient frontend-backend communication and implemented an algorithm for optimal player pickups and drops, resulting in a 90% decrease in time users spent managing their teams.

GestureJack | Passion Project | *JavaScript, Node.js, Express.js, MongoDB, HTML, CSS, Jest*

Aug 2023 – Sep 2023

- Combined traditional Blackjack gameplay with modern gesture controls in an 8-bit design using HTML and CSS, with game logic in JavaScript and backend authentication in Node.js.
- Utilized the MediaPipe API for gesture recognition, enhancing user experience with a 98% accuracy rate during testing.

GrandPrixPulse | University Project | *PHP, MySQL, HTML, CSS*

Jul 2023 – Aug 2023

- Opted for XAMPP over MAMP for its user-friendly interface and cross-platform capabilities, facilitating the streamlined integration of over 1,500 racing records and enhancing data cohesiveness.
- Led a team of 3, effectively managing a project and delegating tasks to finish 15% ahead of schedule.
- Optimized PHP/MySQL queries for extensive racing records, achieving a 300% improvement in query runtime.

FitTrack | University Project | *Java, JSON, JUnit, OOP*

Sep 2022 – Dec 2022

- Engineered a desktop application enabling day-to-day tracking of nutritional intake for users.
- Crafted a user-friendly interface with Java Swing, allowing for the addition of custom food entries and diet tracking.

TECHNICAL SKILLS

Programming: Java, Python, C, C++, C#, .NET, Object Oriented Programming

Web: React, Node.js, Flask, Express, TypeScript, JavaScript, PHP, HTML5, CSS3

Tools/Environment: Git, Linux, Docker, Google Cloud Platform, Heroku, Chai, JUnit, GDB, Jest, Artillery.io

Databases: MySQL, MongoDB, PostgreSQL

INTERESTS

Soccer, Basketball, Flag Football, Tennis, Formula 1, Weightlifting, Video Games, Reading