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Nicholas Pysklywec

Portfolio
GitHub
LinkedIn

EDUCATION

Bachelor of Software Engineering
Western University

September 2019 - In Progress

- Achieved Honor Roll standing based on first, second, third year performance
- Received the Western Scholarship of Excellence upon entry (above 90%)

SKILLS

Languages	Python, Java, JavaScript, HTML/CSS, C#, C++, SQL
Frameworks	PyTorch, Sklearn, TensorFlow, React, React Native, Express, Flask, TypeScript, Numpy
Technologies	Docker, Kubernetes, GCP, AWS
Concepts	Machine Learning/AI, Agile Methodologies, Web Principles, Leadership of Software Projects, Data Structures and Algorithms, Relational Databases, Security Fundamentals, Networking, RESTful APIs

WORK EXPERIENCE

Software Engineer Intern
Seleste

May 2022 - Sept 2022
Remote

- Build a React Native Module used to interface between React Native application and Seleste Product
- Implemented a Figma mockup to build the core pages and features of product using TypeScript and React Native
- Implemented Accessibility into application extensively in partnership with user demographic

Virtual Force Analyst
CANSOFCOM

Oct 2021 - April 2022
Remote

- Developed web interface application utilizing Elasticsearch and React Native
- Conducted machine learning experiments with tools such as Labelbox and PyTorch
- Performed research on data, reported detailed results to domain experts

NSERC Research Student
University of Toronto Earth Sciences

May 2021- Sept 2021
Remote

- Produced new research results that quantitatively demonstrate the processes of lithospheric dynamics to explain enigmatic surface tectonics.
- Iteratively compiled models on Niagara Compute Cluster, gaining exposure to Linux command line environments and scripting

SELECTED PROJECTS

Exercise Form Correction

Mobile Application used to correct user exercise form Mobile application built with Flutter, backend server with Python Flask, the user form model uses Sklearn and the MoveNet model

KnowYourAlgo

Algorithm visualization game built using a React.js front-end, with a Python Flask back-end.

Peer to Peer Image Sharing Network

p2p network built from scratch with JavaScript. Allows for multiple peers, each peer can search for images in the network and get them sent to them.

Client-Server Image Network

Client server network architecture implementation. Server hosts multiple images, client asks server for image. Implemented specific packet objects in JavaScript.

Temperate Ambient Light

ECE3375 final project showcasing software prototype and design of systems at a low level with hardware interaction.

Video Summary Application

Designed and developed a framework for storing and analyzing videos. Built using React for the video search framework with a Elasticsearch backend. Documented the framework.

Object Detection of Military Relevant Objects

Developed an object detection model built on Detectron2 with more specific military objects. Objects annotated via Labelbox and trained on. Different object detection methods were applied to the model to improve MAP.

Game Store Management Tool

Developed a Game Store Management tool using React, Express and MySQL (on GCP).

2D RPG in Unity

Designed and developed a 2D RPG game in Unity using C# and the software development lifecycle.

Publisher Database Application

Developed a Java GUI application for a hypothetical client, with functionality to interact with a SQL database to track various Publisher attributes.