Olsi Spahiu

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Education	**Ryerson University**	*Sep. 2013 - Dec. 2017*
	- Bachelor of Computer Science B.Sc. (Honours Degree).	Toronto, ON

Work Experience

Autodesk, Inc.: Software Developer Intern — *Jan. 2018 - Present*, Montreal, QC

Amazon.com, Inc.: Software Development Engineer Intern — *May 2017 - July. 2017*, Seattle, WA
- Designed back-end system to allow shipping costs to be transparent to users.
- 1 hr long troubleshooting deep-dives reduced to a few minutes with app usage.
- The tool handles millions of inbound transportation cost records.
- Collated millions of rows of disparate cost information into AWS' Redshift.
- Built low-latency API to surface transportation cost metadata using Java.
- As a sole owner: I created spec, designed the system architecture, collaborated with stakeholders, implemented, and tested the application with Mockito.

Wave Financial Inc.: Software Engineer Intern — *Jan. 2017 - Apr. 2017*, Toronto, ON
- Architected and integrated main list view for recently launched mobile app.
- Wrote and refactored view modules for custom React UI framework.
- Developed unit tests, wrote API documentation for apps and framework.
- Responsible for writing, testing, and maintaining mobile applications written in React-Native. Helped develop contact picker user feature and initial login page.
- Designed native contacts Android module in Java to supplement contact picker.
- Integrated 3rd Party APIs to increase data throughput to our analytics channels.

Spin VFX: Software Engineer Intern — *May 2016 - Aug. 2016*, Toronto, ON
- Built texture export plugin for Mari to expedite baking of textures. Used daily by studio's asset team; ~50 mins saved per export. GUI written in Qt.
- Worked with the VFX pipeline team to help automate artist workflows.
- Maintained and debugged Laravel VR web application and MySQL DB.
- Designed Python script to automate HTML email signature rollouts.

Legislative Assembly of Ontario: IT/Design Intern — *May 2015 - Aug. 2015*, Toronto, ON
- Maintained governmental website front ends using Javascript/HTML/CSS.
- Debugged and added extra content pages to mobile AGM app.
- Designed corporate pamphlets, logos, and e-invitations.

Projects

Nominate: github.com/ospahiu/nominate
- Implemented collaborative filtering recommendation system for Movies.
- Web application written with Flask, Jquery, and SQLite allows users to view recommendations/rate other movies. User predictions are shown per movie.

3D Mesh Editor: github.com/ospahiu/Terrain_Painter
- Wrote 3D mesh generating program that allows user to manipulate hilly terrain.
- Designed and implemented camera view which can tilt, translate, and rotate.
- Implemented gaussian Metaballs mesh algorithm using C++ and OpenGl.

Languages
Python, Java, Javascript, C++, R

Frameworks
Flask, Qt, Django, React, React-Native, Laravel, SQLAlchemy

Databases
Realm, SQLite, Oracle SQL, MySQL, Redshift

Tools
JetBrains IDEs, Git, GitHub, SSH, Jenkins, AWS, BuddyBuild