

Olsi Spahiu

LinkedIn: [linkedin.com/in/olsispahiu](https://www.linkedin.com/in/olsispahiu) **GitHub:** github.com/ospahiu

Education Ryerson University

- Bachelor of Science - Honours B.Sc., Computer Science

Sep. 2013 - Dec. 2017
Toronto, ON

Work Experience Autodesk, Inc. | Software Developer Intern

- Implemented "Discard Scene" UI logic in JS so users can exit an autosaved scene.
- Refactored "Discard & Autosave" workflow in JS/Three.js client-side app which resulted in the elimination of user facing discarding UI errors by 100%.

Jan. 2018 - Present
Montreal, QC

Amazon.com, Inc. | Software Development Engineer Intern

- 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.

May 2017 - July. 2017
Seattle, WA

Wave Financial Inc. | Software Engineer Intern

- 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.

Jan. 2017 - Apr. 2017
Toronto, ON

Spin VFX | Software Engineer Intern

- 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.

May 2016 - Aug. 2016
Toronto, ON

Legislative Assembly of Ontario | IT/Design Intern

- 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.

May 2015 - Aug. 2015
Toronto, ON

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.

Oct. 2017 - Dec. 2017

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.

Nov. 2016 - Dec. 2016

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

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

Databases Realm, SQLite, Oracle SQL, MySQL, Redshift, Redis

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