Skills

Email: moses@mosesxu.net

plasmatic1

- Languages: Python, C/C++, HTML/CSS/JS, Node.JS & TS, JVM (Java, Kotlin, Scala), Haskell
- Tools/Frameworks: Django, Flask, Express, Make, GDB, Valgrind, Docker, Nginx, Git
- Platforms: Windows, Linux, Google Cloud Platform

Experience

• AMD - Software Engineering Intern

Remote

Worked on debugging tool for 200+ KMD developers across the development cycle (C++, Python) May 2022 – Aug 2022

- o Added feature to inspect hardware scheduled queues, enabling debugging of critical launch-gating issues
- Proposed and implemented improvements used across unit (GTest, GMock) and CI test infrastructure, reducing development time and increasing accuracy.
- Implemented overhaul of extension UI library, creating consistency in the output format and removing the need for manual formatting

Programming Contest Organizer & Author

Remote

Organized contests, created algorithms problems and prepared tests and graders

Sep 2019 - Present

- **Codeforces LATOKEN Round 1**: Algorithms contest with 18,000+ participants sponsored by LATOKEN. Contest preparation done with C++
- DMOJ Contests: Organized contests with hundreds of participants %

• WePlate O – Backend Engineer

Remote

Designed, developed, and deployed (Python, Django) backend system for nutritional insights

Jan 2022 - June 2022

- o Created an algorithm using Simulated Annealing to generate optimized portion sizes
- o Processed and served mass amounts of cafeteria scheduling and nutritional data (10,000+ items)
- Deployed and updated scalable Django webservice using GCP AppEngine and CloudSQL

Awards/Competitions

- ICPC ECNA Regionals 2021: Placed 4th at the 2021 ECNA contest as part of top team Waterloo Black
- Google Code Jam 2021: Major algorithms competition with 90,000+ participants
 - Placed 3rd of Canadian participants in Round 3 (165th overall)
- CCC & CCO 2021: Placed 1st out of 2,900+ participants at Canada's most prestigious high school programming contest (CCC), qualifying for the CCO (top ~40 CCC participants in 2021) and achieving a silver medal

Projects

Competitive Programming Tools (7)

Python module for Competitive Programming

- Tools that greatly speed up implementation and debugging during programming contests, including automated local testing, stress testing tools, and browser intrgration
- Also available as a VSCode extension with a convenient UI (TS, React)
- C++ Game Engine: Designed and implemented OOP game engine on top of ncurses with built in entity movement, collision detection, and graphics library.
- Personal Webserver %: Web services managed with Docker and Nginx
- Rating Badges: Created microservice using TS and Express that generates dynamic SVG badges displaying online judge rating
- DMOJ solution searcher: Created searchable solution database with 1,400+ problems using Django

Education

University of Waterloo

Waterloo, ON

Candidate For Honours Bachelor of Computer Science; Major Average: 99.75%

Sep 2021 - Present

- Coursework: Object Oriented Programming (Adv) (100%), Foundations of Sequential Programs (Adv) (99%), Data Structures (Adv), Statistics (Adv), Combinatorics (Adv) (98%)
- o Scholarships: \$8,000 Faculty of Mathematics scholarship, \$2,000 President's Scholarship of Distinction