

PETER SOCHA

3B Software Engineering

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TECHNICAL SKILLS:

Languages: C/C++, Java, JavaScript, HTML, CSS, SQL, Objective-C, PHP, Python, C#

Technologies and Platforms: iOS, Android, jQuery, JSP, MySQL, AJAX, JUnit, Selenium, AWS

Methodologies: Agile, Scrum, Test-driven development, Pair programming

Source Control: Git, SVN, Perforce

PAST WORK TERMS:

Software Engineering Intern, Google Kitchener, ON, May 2015 – Aug 2015

- As a member of the Display Ads team, wrote upgrades for the C++ and JavaScript tools used by the team to trace and visualize the performance of ad servers
- Wrote filtering algorithms and ease-of-use improvements into existing graph visualizations and added a new timeline execution view

Software Developer, TabbleDabble Toronto, ON, Sep 2014 – Dec 2014

- Contributed to the JSP web app, iPad app, and Android app for QuickTapSurvey, a SaaS for creating surveys on the web and administering them using tablets
- Added features, fixed bugs, wrote automated jobs, and wrote unit tests for all three apps

Agile Engineer, Pivotal Labs Toronto, ON, Jan 2014 – Apr 2014

- Developed an early-stage iOS mobile payments app in Objective-C using pair programming and test-driven development
- Added more views, increased API integration, restructured existing code, made usability improvements, and fixed bugs within the app

Junior PHP Developer, Pause Productions Oakville, ON, April 2013 – August 2013

- As a full-stack developer, used PHP, SQL, HTML, JavaScript, and CSS to add and improve web pages in Uplifter, a system for coaches and administrators of athletics clubs
- Wrote both the frontend and the backend for several new business features in Uplifter

EXTRACURRICULAR EXPERIENCE:

Solar Car Programmer, Midnight Sun Solar Race Car Team 2012 – 2015

- Wrote and restructured low-level C code that manages the solar car's battery
- Made performance improvements to a C# program that collects real-time voltage data

Undergraduate Research Assistant, University of Waterloo Sep 2013 – Dec 2013

- Wrote Python and shell scripts to run automated software performance tests measuring the effects of different versions of standard libraries on Linux software performance

PERSONAL PROJECTS:

- **Go Game Clock**: an Android app that performs timekeeping for time controls commonly used in the game of Go
- **Homework Tracker**: a lightweight Chrome extension for managing a list of assignments and due dates. Written in JavaScript, HTML, and CSS