

Roman Huts

Software Developer

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EDUCATION

UNIVERSITY OF TORONTO

Fourth Year Comp. Sci. Specialist Student

- Machine Learning and Data Mining
- Scalable Computing
- Software Design
- Algorithm Design and Analysis
- Data Structures and Analysis
- Introduction to Databases
- Software Tools and Systems Programming
- Operating Systems

SKILLS

LANGUAGES

C++ • Python • C • Solidity • Java • PostgreSQL • HTML • UML • Javascript • CSS • PowerShell

TECHNOLOGIES

Tools:

Unreal Engine • DirectX • gdb • pdb • Docker • Redis • Spark • Scala • OpenFaas • Git • Perforce • JIRA • Confluence • Eclipse • Android Studio • PyCharm • MS Visual Code • VirtualBox • JDBC

Other:

Scrum • Agile • Linux • Mac • Windows • Unit Testing • RegEx • Relational Database

ACTIVITIES

- UTM Hack Lab Challenges Team
- Downhill Mountain Biking
- Building RC Planes

COMPETITIONS

DEERHUNT CODING COMPETITION

- Assembled and managed team. (February 2017)
- Completed challenges from 15 uncommon programming languages.

FRASER HACKS HACKATHON

- Assembled and managed team. (February 2017)
- Developed simple Kik ChatBot by implementing Kik's ChatBot API.
- Exposed to MS Cognitive APIs and Socket.IO.

EXPERIENCE



Software Developer, Game Engine Integration
May 2018 -- August 2019

- Fixed bugs for AMF and LiquidVR SDKs such as eGPU support for LiquidVR samples.
- Responsible for training and assigning tasks to 4 month Co-ops and new PEY.
- One of the founding fathers for AMD Hackathon 2019 scheduled to launch in July.



IT HELPDESK INTERN

April 2017 -- March 2018

- Developed tool using PowerShell and XAML to automate Active Directory setup for new hires.
- Improved Windows upgrade project tracking by writing SQL queries to accurately report progress.
- Improved software deployment by creating process flow diagram through team collaboration and end-user input.



UNIVERSITY OF
TORONTO

TEACHING ASSISTANT

September 2017 -- December 2017

- CSC108H5F Introduction to Programming (Professor Andrew Petersen, Professor Vincent Maccio, Instructor Samir Hamdi).

PROJECTS

PHONE PROVISIONING UTILITY WITH MASERGY USER PROVISIONING API BETA

- Developed phone provisioning tool for IMAX, in collaboration with Masergy's REST based user provisioning API beta program.
- Currently entering production.

ANDROID MOBILE APPLICATION

- Created Java based game with collision physics and interactive graphics.

PERSONAL WEBSITE

- Developed personal website while learning JavaScript and CSS.

OPERATING SYSTEMS COURSE EXT2 FILE SYSTEM TOOLS AND KERNEL MODULE

- Implemented the following tools:
ls, mkdir, cp, rm, restore
for modifying ext2-format virtual disks.
- Implemented basic kernel module to hijack system calls.

SOFTWARE DESIGN COURSE PAINT PROGRAM

- Lead and organized team as the Scrum Master.
- Created Object Oriented, MVC based Java paint program with a graphical interface having the ability to paint, save and load drawings.