Roman Huts

Software Developer

✉ roman.huts@mail.utoronto.ca

☕ http://uoft.me/romanhuts

in http://linkedin.com/in/romanh

☎ (647) 963 - 4705

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

AMD

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.

IMAX

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 though 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.