

ROBBIE MEYER

2A Systems Design Engineering Student

EXPERIENCE

Web Developer at Mitremedia

Sep. 2017 - Dec. 2017

- Built and updated numerous features on ETFdb.com using Ruby on Rails
- Created responsive front-end experiences using Bootstrap and JQuery
- Optimized code and implemented caching to lower server response time by 20%
- Utilized tools such as Google Analytics, New Relic, DoubleClick for Publishers and Hotjar to analyze site performance and user behaviour
- Delivered value directly to users on a weekly basis through an agile framework

Assistant Programmer at Environment Canada

Jan. 2017 – May 2017

- Wrote bash scripts to improve the efficiency of tasks such as navigating large directory trees and archiving large data sets by over 300%
- Augmented existing workflows by researching new technologies
- Ensured a smooth transition to new Linux supercomputers by writing documentation and providing direct assistance to coworkers
- Investigated anomalies in meteorological data using internal tools to isolate the problem within the complex climate model system

PROJECTS

Teedler

Dec. 2017

- Reversed an anomaly detection algorithm to summarize text
- Implemented a multivariate Gaussian distribution using each word's frequency as a feature to find which sentences are most representative of the whole text
- Utilized the flexibility and built-in power of Ruby to efficiently implement algorithm as an experiment

vWolf (vwolf.robbiemeyer.com)

Feb. 2017 - Present

- Created a web application to facilitate the party game "Werewolf" allowing for frictionless in-person play
- Achieved seamless asynchronous communication of web clients by using Firebase (database and hosting)
- Utilized Javascript to ensure responsiveness and portability
- Created a responsive design using media queries and a grid system to allow players to play on devices of any screen size

IGlove Tremor Reducing Device

Sep. 2016 - Dec. 2016

- Developed a wearable device designed to help reduce tremors in the elderly
- Utilized techniques such as personas, rapid prototyping and fault tree analysis to research the problem space and design a solution

SKILLS

- Experience working in an Agile/Scrum environment
- Knowledge of software development cycle
- Ability to adapt and learn quickly
- Ruby
- HTML/CSS
- C++
- JavaScript
- Bash
- JQuery
- Python
- Git

AWARDS & ACHIEVEMENTS

- On Dean's Honour list for all previous school terms
- Bronze Governor General's Academic Medal for the highest graduating average at Alexander Mackenzie HS

EDUCATION

Systems Design Engineering Student at the University of Waterloo (2A Term)

Sep. 2016 - Present

- Past coursework includes Digital Computation (99%) and Fundamental Engineering Math 2 (99%)
- Current coursework includes Data Structures and Algorithms, and Design, Systems, and Society

CLUBS & INTERESTS

- UW Debate Team
- Running
- Baking (especially pies)