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EDUCATION

McGill University Bachelor of Engineering (Honours Electrical)

Montreal, QC | Sep. 2014 - May 2018

GPA: 4.0

Marianopolis College Diploma of Collegial Studies (Pure and Applied Sciences)

Montreal, QC | Sep. 2012 - Jun. 2014

• R Score: 35.757

Collège Notre-Dame Secondary School Diploma

Montreal, QC | Sep. 2007 - Jun. 2012

WORK EXPERIENCE

Microsoft Software Engineer

Redmond, WA | Sep. 2018

• Will work as part of the Cloud and Enterprise division.

Amazon Software Development Engineer Intern

Vancouver, BC | Jun. 2017 - Aug. 2017

- Added support for a group by clause and aggregate functions (sum, average, count, etc.) in an SQL-like language used to query subledger data from DynamoDB and S3. This made it easier for developers and accountants to aggregate financial data.
- Parallelized the above queries by using MapReduce with the Apache Spark library, greatly increasing their speed and efficiency.
- Practiced behavior-driven development (BDD) by creating unit tests with Mockito, JUnit, and Guice, covering 95% of the project.

Tactio Health Group Digital Health Software Developer Intern

Montreal, QC | May 2016 - Aug. 2016

- Created a PHP mock data generator with daily **Cron** jobs and a producer-consumer queue in **MySQL**, allowing for more realistic simulation of patients with various medical conditions.
- Developed a PHP testing framework covering 60% of the back-end API, leading to increased bug detection before deployment.

JNPSoft Java Developer

Montreal, QC | May 2015 - Aug. 2015

- Made importing of car parts data from Excel to an SQL database over 300 times faster by implementing a bulk import in Java.
- Practiced test-driven development (TDD) with TestNG, leading to safe and reusable code.

PROJECTS

Microprocessor Systems Project Android & Cloud Developer

Jan. 2018 - Apr. 2018

- Created an Android app to process accelerometer data as well as transcribe microphone audio.
- Used Plotly to create an online plot of the pitch and roll accelerometer data.
- Transcribed audio via the Google Cloud Speech API using 16 kHz audio encoded at 2 bytes per sample.

Artificial Neural Network Developer

Sep. 2017 - Dec. 2017

- · Created a fully connected artificial neural network from scratch using the Numpy Python library with a teammate.
- Identified handwritten digits after supervised back-propagation learning with an accuracy of 98.1%.

Obert Game Al Agent Developer

Sep. 2017 – Dec. 2017

- · Created an autonomous agent capable of playing the **Qbert** game on the **Arcade Learning Environment**.
- Used reinforcement Q-learning with various generalization and exploration methods.
- Achieved 2nd place in the tournament showcasing all the agents in the class.

Connect-Four Al Agent Developer

Sep. 2017 – Dec. 2017

- Created an agent capable of playing a competitive Connect-Four game with an opponent as part of the ECSE 526 course.
- Used minimax search with alpha-beta pruning and various heuristics to predict the most advantageous moves to take.
- Achieved 2nd place in the tournament showcasing all the agents in the class.

TLDR News App Lead Developer

Jan. 2017 - Dec. 2017

- Developed the idea of a service delivering summaries of relevant news as part of a project in the BUSA 465 course.
- · Created iOS and Android apps powered by AWS providing personalized daily summaries of the latest news.
- Participated in the Fall 2017 startup validation program at the District 3 innovation center with a partner.

Prometheus AI Honours Thesis

Jan. 2017 - Dec. 2017

- · Created the Expert System and Knowledge Node Network Java layers of Prometheus AI, whose goal is to control multiple robots.
- Created thesis reports for the supervisor and a poster for the public presentation of the work.
- · Supervised and guided two volunteers in the lab over the summer to help expand the functionality of the system.

Flatmate App Lead Developer

Sep. 2016 - Feb. 2017

- · Created an Android app powered by Firebase to help like-minded individuals find roommates and apartments.
- Participated in the 2017 semi-finals of the McGill Dobson Cup with two business partners.

Breakout Game Developer

Sep. 2016 - Dec. 2016

- · Created a Breakout game in VHDL on the Altera Cyclone II FPGA with an external RGB display.
- · Implemented distinct levels with increasing difficulty and useful powerups for the player.

McGill Robotics Drone Team Member

Sep. 2015 – May 2016

- Created two-player Connect-Four game using **Arduino**, 70 LEDs, shift registers and a Redboard microcontroller as a mini-project.
- Planned the selection of parts for a UAV designed to compete in the AUVSI SUAS competition in 2017.

Robot Competition Project Manager, Java Developer

Jan. 2015 - Apr. 2015

- Designed an autonomous robot with ultrasonic and light sensors capable of navigating a map and launching balls at targets.
- Implemented obstacle avoidance, moving-average, and differential filtering algorithms in Java.
- · Participated in a competition to test the robot's functionality in action against other teams.

AWARDS & SCHOLARSHIPS

Ernest Brown Gold Medal	2018	J. B. Woodyatt Scholarship	2015
McGill University Dean's Honour List	2015 – 2018	John Howard Ambrose Scholarship	2015
Ralph M. Collins & Ruth G. Collins Scholarship	2017	J. W. McConnell Scholarship	2014
Beverly and Arthur Mendel Family Scholarships	2016	Marianopolis College Dean's List	2014
NSERC Experience Award	2016	Marianopolis College Honour Roll	2014
Mary Gilsig Scholarship	2015, 2016	Marianopolis College Scholar	2014

TECHNICAL SKILLS

Programming Languages: Java, Python, C, PHP, Swift, Objective-C, Arduino, VHDL, SQL, MIPS Assembly, LaTeX **IDEs & Editors:** Eclipse, Android Studio, IntelliJ IDEA, Visual Studio, Xcode, Sublime Text, vim, Arduino, IDLE

Databases: MySQL, DynamoDB, Firebase, MS SQL Server, MS Access

Operating Systems: Windows, macOS, Ubuntu, CentOS

LANGUAGES

English: fluent French: fluent

Greek: conversational