SIEGFRIED PESCHKE

Portfolio: sigipeschke.github.io

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EDUCATION

University of Calgary

Sept 2016 - May 2021

Bachelor of Science, Major in Physics, GPA: 3.5

Calgary, AB

CERTIFICATES

Web Development (IBM)

JavaScript (IBM)

NodeJS & ExpressJS (IBM)

SQL (W3Cx)

WORK EXPERIENCE

Software Developer

2020-2021

University of Calgary Isotope Laboratory

Calgary, AB

- · Designed a full stack system to measure and analyze atmospheric contamination in laboratory.
- · Utilized the AGILE approach to design and development with emphasis on customer collaboration.
- · Designed a raspbian system to measure and collect temperature/pressure/humidity/particle count data.
- · Connected the raspbian measurement unit to a Python server through TCP sockets.
- · Designed the server to store data in a CSV file. Redundant CSV file stored on raspbian unit.
- · Developed Tkinter GUI to display current values, chart data, and provide methods for filtering noise.

PROJECTS

InvestmentIQ

Angular, MySQL, Java, SpringBoot, Yahoo Finance, PrimeNG

- · A powerful tool for managing and tracking your stock market investments.
- · Utilized the AGILE approach to design and development with emphasis on customer collaboration.
- · Designed database architecture and developed a RESTful backend to serve all user and stock data.
- · Created a custom dynamic table to provide a comprehensive overview of stock performance.

Bookworms Haven

Angular, PrimeNG, RxJS

- · Created the Netflix of popular books, allowing the user to browse or search for a new read.
- · Designed an attractive UI using the PrimeNG package with carousels and a paginated table.

Population Insights

Angular, ChartJS, Highcharts, RxJS

- · An interactive demo of the world's population distribution and plots of growth trends since the 1960's.
- · Utilized RxJS observables and HTML template forms to provide a responsive and engaging UI.

JavaScript Games

JavaScript, HTML, CSS

- · Developed single player puzzle and card games: 2048, BlackJack, War and Tic Tac Toe.
- · Strong emphasis on implementing object oriented principles in designed the core of each game.
- · Designed with fluid and familiar UI utilizing CSS animation for a pleasant user experience.

TECHNICAL SKILLS

Languages
Tools / Frameworks

JavaScript, TypeScript, Java, Python, SQL, HTML, CSS

Angular, NodeJS + ExpressJS, SpringBoot, TensorFlow, VS Code, Git