

# Simon Erlic

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Software Engineering Student, Open Source Software Enthusiast, and Maker

## Education

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### Bachelor of Software Engineering

Sep 2019 — Aug 2025

University of Victoria

- Currently pursuing specializations in performance and scalability, and machine learning

## Experience

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### Schneider Electric

Jan 2024 — Aug 2024

Software Designer Co-op

- Wrote, debugged, and added features to an **ASP.NET** web application for monitoring electrical equipment and power solutions in industrial settings
- Improved developer experience by converting CI/CD workflows from **Azure DevOps** to **GitHub Actions**
- Wrote a web-based dashboard for the management of the team's CI/CD pipelines using **.NET 8.0** and **Blazor**
- Participated in a company-wide hackathon, in which I wrote a locally run **machine learning** tool to assist in the identification and resolution of electrical health issues

### Precision MicroDynamics Inc.

Sep 2022 — Dec 2022

Junior Software Engineer

- Contributed to company R&D through researching, designing, and developing an **OpenCV**-based fiducial detection program for the automated measurement of distortion and calculation of calibration files for F-theta lenses on an industrial galvoscaner CNC platform
- Improved remove procedure calling reliability by rewriting legacy RPC methods to utilize **gRPC** and **Protocol Buffers** for communication between machine operator software and the server software
- Modernized third party connectivity options through creating a **JavaScript** library for the communication between the server software and client web-based user interfaces
- Designed and implemented a **CI/CD pipeline** for server software using **Buildbot** and **Docker**

## Projects

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### Prismatic

- A mobile, open source, daily colour puzzle game developed in **Dart**
- Written using the **Flutter** framework along with native **iOS** and **Android** code to support multiple platforms
- Released on the **Google Play Store** and **Apple App Store**

### Brainlet

- A web-based research tool that assists in the understanding of technical papers
- Utilizes a fine-tuned **Llama3**-based local **large language model** (LLM) to generate summaries and explanations of technical papers, and their concepts

## Competitions

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### UVic Engineering Competition

June 2023, October 2024

- Organized and hosted the programming competition for the UVic Engineering Competition
- Designed the problem description for competition participants, and aided in the judging process

## Skills

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**Languages:** Python, C++, C#, Dart, Swift, JavaScript, TypeScript, HTML, CSS

**Frameworks:** Flutter, React, NextJS, Unity, Unreal Engine, WPF, Blazor, .NET

**Tooling:** Git, Bash, Docker, Linux, OpenCV, gRPC, Azure DevOps, GitHub Actions, PyTorch, MLX