

Simon Erlic

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Software Engineering Student, Open Source Software Enthusiast, and Maker

Education

Bachelor of Software Engineering

Sep 2019 – May 2025

University of Victoria

- Current pursuing a specializations in Performance and Scalability, and Machine Learning

Experience

Junior Software Engineer

Sep 2021 – Dec 2021

Precision MicroDynamics Inc.

- Researched, designed, and developed an **OpenCV**-based fiducial detection program for the automated measurement of distortion and calculation of calibration files for F-theta lenses on an industrial galvoscanner CNC platform.
- Rewrote legacy RPC methods to utilize **gRPC** and **Protocol Buffers** for communication between machine operator software and the server software.
- Created 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

Prismatic

July 2023 – Present

- A Mobile daily puzzle game developed in Dart
- The player is shown a colour and is tasked with finding its red, green, and blue constituent colours
- Uses the Flutter framework along with native code to support multiple platforms

Ducky Debugger

April 2023

- A web-based dashboard that allows users to debug their code snippets using insight from an animated rubber duck
- Uses the OpenAI Chat LLM API to parse and respond to the user's code
- Uses the socratic method of asking questions to help the user debug their code

Minutemen VR

June 2022

- A virtual reality game developed in Unity where the player takes the role of a Minuteman silo operator from the 1960s
- The player is tasked with maintaining the various systems in the silo in a timely manner, with more tasks being assigned as the game progresses.

Competitions

UVic Engineering Competition

June 2023

- 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

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

Frameworks: Flutter, React, NextJS, Unity, Unreal Engine, WPF

Tools: Git, Bash, Docker, Linux, VSCode, OpenCV, gRPC