

Simon Erlic

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Software Engineering Student, Open Source Enthusiast, and Self-Described Maker

Experience

Junior Software Engineer

Precision MicroDynamics Inc.

April 2022 — Dec 2022 Victoria, BC, Canada

- 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 galvoscaner 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

References available on request

Education

Bachelors in Software Engineering

University of Victoria

Sep 2019 — Jul 2025 Victoria, BC, Canada

B.Eng. Software Engineering with 8 months of real-world work experience.

Projects

Prismatic

Prismatic is a mobile game developed in Dart. It is a daily puzzle game where a player is shown a colour and is tasked with finding the red, green, and blue constituent colours that make up the given colour. The game is built using Flutter and is soon going to be available on the Google Play Store and iOS App Store.

Ducky Debugger

The ducky debugger is a fun concept that I came up with during my 2023 spring term. It is a web-based dashboard that allows users to debug their code snippets using insight from the rubber duck (with help from OpenAI's LLM API). The duck follows the socratic method of asking questions to help the user debug their code.

Minutemen VR

Minutemen VR is a virtual reality game developed in Unity. In the game, 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.

Hackathons

UVic Engineering Competition

In the summer of 2023, I organized the programming competition for the UVic Engineering Competition. My role entailed creating the problem statement, aiding judges in the marking of the submissions, and managing the competition.

Skills

Python	●●●●●
C++	●●●●●
C#	●●●●●
Swift	●●●●●
TypeScript	●●●●●
Git	●●●●●