

Sime Erlic

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Software Engineering Student, Open Source Software Enthusiast, and Maker

Education

Bachelor of Software Engineering

Sep 2019 — August 2025

University of Victoria

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

Experience

Schneider Electric

Jan 2024 — Aug 2024

Software Designer Co-op

- Wrote, debugged, and added features to a **ASP.NET** web application for monitoring electrical equipment in industrial settings.
- Migrated essential build and deployment workflows from **Azure DevOps** to **GitHub Actions** for CI/CD pipelines.
- Wrote a web-based dashboard for the management of the team's CI/CD pipelines using **.NET 8.0** and **Blazor**.
- Wrote a locally-based **machine learning**-based tool to assist in the identification and resolution of electrical health issues.

Precision MicroDynamics Inc.

Sep 2022 — Dec 2022

Junior Software Engineer

- 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, open sourced, daily puzzle game developed in Dart
- Written using the Flutter framework along with native code to support multiple platforms
- Released on the Google Play Store and Apple App Store

Brainlet

April 2024 — Present

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

Competitions

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

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

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

Tools: Git, Bash, Docker, Linux, VSCode, OpenCV, gRPC, Azure DevOps, GitHub Actions