

SAM MEYDANSHAH

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EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Computer Science (Honours)

Projected Graduation: 2026

- *Relevant Coursework: Operating Systems, Object-Oriented Programming, Functional Programming, Database Management, App Development, User Interfaces, Data Structures, Compilers, Shell Scripting*

EXPERIENCE

Software Developer Intern

May 2025 – Present

Payments Canada - Development and Cloud Infrastructure Team

Toronto, ON

- Built/Enhanced services for the **FIF, CCIN** Database, and Real-Time Rail (**RTR**) payment systems, supporting infrastructure relied on by **108+ financial institutions** and indirectly used by **millions of Canadians**
- Developed and tested full-stack features with React, Next.js, and Angular, and validated **RESTful API** functionality using Postman
- Streamlined CI/CD pipelines using Docker, Jenkins, and GCP, automating deployments and improving system scalability and release consistency

Software Developer Intern

January 2024 – April 2024

Teranet – GeoWarehouse Team

Toronto, ON

- Collaborated toward Angular upgrade of GeoWarehouse 3G, enhancing application performance and **reducing page load time for 100,000+** real estate and legal professionals across Ontario
- Automated QA processes, enabling robust UI test scripts and **reducing manual testing time by approximately 30%**
- Delivered numerous new user-facing features based on evolving client requirements, boosting platform usability and aligning with changing business workflows

Software Engineer Intern

January 2023 – May 2023

Teranet – IT Delivery Team

Toronto, ON

- Built a full-stack internal dashboard (Angular, TypeScript, Node.js) to **monitor server statuses for 30+ backend services**, improving **DevOps visibility** and reducing incident resolution time
- Centralized key server metrics into a responsive single-page app, **cutting manual status checks by roughly 50%**
- Independently learned Angular and backend Node.js frameworks to deliver production-ready application

PROJECTS

🔗 YouTube Wrapped | Kotlin, Exposed, Jetpack Compose, Supabase, Google Cloud January 2025 – April 2025

- Developed an Android app in Kotlin to generate Spotify-Wrapped-style stats from users' YouTube watch history
- Integrated with YouTube API to fetch lifetime viewing data and visualize top creators, total watch time, and most-watched videos

🔗 Netflix Movie Reviews | React, Node.js, Python, PostgreSQL February 2025 – March 2025

- Designed a full-stack web app for Netflix show reviews, enabling users to write reviews and explore community-rated content
- Built RESTful APIs using Express.js and PostgreSQL to manage user-generated reviews with metadata filtering and rating aggregation

🔗 Biquadris | C/C++, XWindows June 2023 – August 2023

- Developed a two-player spin-off of "Tetris" game, where the player uses creative thinking to destroy blocks
- Designed a modular architecture with separate components for game logic, score management, and user interaction, allowing for efficient updates and maintenance.

TECHNICAL SKILLS

Languages: JavaScript (ES6+), TypeScript, Java, Python, C, C++, Go, Kotlin, SQL, Bash, HTML/CSS

Frontend & Backend Frameworks: React, Spring boot, Next.js, Angular, Node.js, Express.js, Tailwind CSS, FastAPI

Databases & APIs: PostgreSQL, MongoDB, Amazon RDS, Supabase, REST APIs, Postman, JWT

Developer Tools & Platforms: Git, Docker, GitLab, Linux, Valgrind, VIM, Figma, Jira, Confluence, Azure, AI Tools