

# 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 – August 2025

Payments Canada - Development and Cloud Infrastructure Team

Toronto, ON

- Developed and optimized participant search functionality (Angular + Spring Boot) in the RTR payments system, improving query flexibility and reducing errors for **100+ financial institutions**
- Delivered **30+ pull requests** across RTR, FIF, and CCIN systems, fixing backend validation bugs, enhancing data export reliability, and contributing to scalable API design decisions
- Built Postman test suites for validating **RESTful API** endpoints, streamlining QA efforts and enabling faster integration testing

### 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

## TECHNICAL PROJECTS

### 🔗 YouTube Wrapped | Kotlin, Exposed, Jetpack Compose, Supabase, Google Cloud

- 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

- 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

- 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