

SAM MEYDANSHAH

☎ 647-500-2529 ✉ smeydans@uwaterloo.ca 🌐 Website in LinkedIn 🐙 GitHub

EDUCATION

University of Waterloo

Bachelor of Computer Science (Honours)

Waterloo, ON

Projected Graduation: 2026

- *Relevant Coursework: Object-Oriented Programming, Functional Programming, Database Management, Application Development, User Interfaces, Data Structures, Compilers, Shell Scripting, Version Control*

EXPERIENCE

Software Developer

Teranet

January 2024 - April 2024

Toronto, ON

- Played a key role in the GeoWarehouse 3G Angular upgrade, significantly improving system performance and enhancing user experience
- Collaborated in automating frontend QA processes, significantly reducing manual testing time
- Implemented a variety of new features in the GeoWarehouse 3G application, tailoring solutions to meet evolving user needs and business objectives
- Identified and resolved numerous bugs in the application, ensuring high-quality functionality

Full Stack Developer

Teranet

January 2023 – May 2023

Toronto, ON

- Developed a full-stack application using Angular Framework, TypeScript, and Node.js, used to display and analyze the team's servers and server statuses
- Prepared and maintained technical documentation related to the application
- Application improved team efficiency as information regarding servers was summarized on the application page
- Developed self-directed learning skills, used to learn different programming languages & techniques

PROJECTS

Netflix Movie Reviews | React, Node.js, Tailwind, PostgreSQL, Amazon RDS

February 2025 – Present

- Developing a full-stack web application that enables users to rate and review Netflix shows, create personalized tier lists, and discover new content through community-driven feedback
- Implementing a scalable backend with Express.js and PostgreSQL, ensuring efficient data management for user-generated reviews, ratings, and metadata filtering

YouTube Wrapped | Kotlin, Exposed, Supabase

January 2025 – Present

- Developed a YouTube Wrapped-style Android application using Kotlin, analyzing users' watch history to generate personalized viewing statistics.
- Integrated with YouTube's API to fetch and process user data, presenting insights such as top creators, most-watched videos, and total watch time
- Designing an intuitive and responsive UI/UX, ensuring a seamless user experience for exploring and sharing viewing habits.

Biquadris | C/C++, XWindows

May 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: Java, Python, C, C++, JavaScript/TypeScript, Kotlin, HTML/CSS, SQL, Bash, Racket, R

Frameworks: React, Angular, Rest.js, Express.js, Node.js, Tailwind CSS, FastAPI, PostgreSQL, Jupyter

Version Control/Tools: Valgrind, Git, Gerrit, GitLab, Linux, VIM, Figma, Jira, Confluence