

SAM MEYDANSHAH

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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

- 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
- Identified and resolved numerous bugs in the application, ensuring high-quality functionality

Full Stack Developer

Teranet

January 2023 – May 2023

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%**
- Authored and maintained technical documentation to support deployment, usage, and team onboarding, enabling long-term maintainability
- Independently learned Angular and backend Node.js frameworks to deliver production-ready tooling within a 4-month co-op term

PROJECTS

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

February 2025 – Present

- 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

YouTube Wrapped | Kotlin, Exposed, Jetpack Compose, Supabase

January 2025 – Present

- 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
- Designed an intuitive mobile UI using Jetpack Compose for a smooth browsing and sharing experience

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

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

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

Developer Tools & Platforms: Git, GitLab, Gerrit, Linux, Valgrind, Jupyter, VIM, Figma, Jira, Confluence