TOMMY DENG

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EDUCATION

University of Ottawa
BASc Software Engineering

3rd Year - GPA: 3.9/4.0
Merit Scholarship (×3)
$4000 Admission Scholarship

SKILLS

Languages
Python • JavaScript • Java

Technologies
GCP • AWS • Azure
Vue • React • React Native
NodeJS • Express • MongoDB
Django • Flask • Firebase

HTML • CSS • Bootstrap
Virtual Machines • Linux • Bash
Git • SVN • Jira • GitHub
VS Code • Visual Studio • Eclipse

Development
Agile • CI • VC • UML
Data Structures & Algorithms
Object Oriented Design

HACKATHONS

2019	Hack the North
2019	Hack The 6ix
2019	UOttaHack
2019	ConUHacks
2018	Hack Western
2018	Hack the North
2018	CU Hacks
2018	UOttaHack

INTERESTS

Project Management
Machine Learning • Data Science
Web Development

WORK EXPERIENCE

Kinaxis Analytics Software Developer — Sept – Dec 2019

- Implemented dynamic color algorithm based on W3C web standards equations to provide optimal visibility of network visualization node shape icons
- Built performant and interactive visualizations using D3, Highcharts, and Viz.js
- Worked closely with senior developers on feature development and bug fixes
- Collaborated with agile team members and other stakeholders to conceptualize and prototype the product's next-gen visualization capabilities

Ross Video Automation Software Developer — Jan – Apr 2019

- Streamlined testing of camera control system with Robot Framework overhaul to provide a >2 times speed improvement in test execution
- Added functionalities to internally developed Java-based automation libraries to allow testing of previously blocked video control and monitoring features
- Provided training on automation framework usage for Swing/Eclipse applications
- Created and maintained regularly used environment setup and utility scripts

Global Affairs Canada Software QA Analyst — May – Aug 2018

- Read and followed system diagrams for the Export Import Control System project
- Used Microsoft Test Manager and Team Foundation Server for executing quality control tests and achieved 100% coverage for each testing cycle
- Trained consultants on toolset usage, testing workflow, and system requirements

ADDITIONAL EXPERIENCE

Inventure Accelerator Front-end Developer — Jan 2018 – Present

- Designed and deployed startup website (meetinventure.com) using Vue and Netlify to promote sponsorship, event outreach, and media attention
- Organized the four-hour, 80 attendee, SparkFest 2018 event with Inventure team
- Created SparkFest sponsor video featuring Google and Invest Ottawa

Ottabotics Robotics Competition Team — Sept 2017 – Dec 2018

- Automated Blender with Python to render photorealistic videos of racing tracks for use as training data and driving simulation for autonomous vehicle
- Created vision system to detect traffic lights and undistort wide-angle images
- Developed compression system to reduce bandwidth usage in video streaming

PROJECTS

Bark Buddies — Summer 2019

- Collaborated with team to build mobile app that connects dogs to other dogs
- Used React Native to create a high-fidelity prototype with navigation to all screens
- Implemented field response, Tinder-style swiping, and persistent messaging system

Life's Charge Visualization — Aug 2017

- Generated animated graphic representing a typical lifespan using CImg in C++
- Gathered over 100,000 views after posting project in data visualization group
- Ported concept to dynamic website that generates customized images using PixiJS

Potato Simulator — Jun 2016

- Designed Unity 3D game in C# about a personified potato roaming the world
- Won subject award for the course as a result of the project and related work

Please see **tommydeng.com** for projects