

# Tenzin Pelletier

## Software Developer

 [GitHub Profile](#)  [Portfolio Site](#)  [LinkedIn Profile](#)  [t2pellet@uwaterloo.ca](mailto:t2pellet@uwaterloo.ca)  +1 514 570 4380

### Education

---

#### •University of Waterloo

*Bachelor of Computer Science*

*Current GPA: 3.4/4.0*

August 2019 - December 2023

#### •Marianopolis College

*Diplôme d'études Collégiales in Pure and Applied Sciences*

*GPA: 3.8/4.0*

August 2017 - June 2019

### Relevant Coursework:

*Object-Oriented Programming, Data Structures, Design Patterns, Intro to Game Design, Agile Software Management, Software Specification and Analysis, User Interfaces, Human Computer Interaction (in progress), Computer Networks (in progress)*

### Skills

---

**Areas of Interest:** Front-end Development, React.js Development, Full-stack Development, Web Development

**Languages:** TypeScript/JavaScript, Node.js, Java, C#, Kotlin, C/C++, , HTML/CSS, L<sup>A</sup>T<sub>E</sub>X, PostgreSQL

**Frameworks & Libraries:** React.js, Next.js, Node.js, Express.js, Clerk.js, Redux, Spring Boot, JUnit, Selenium, Appium, Jest, React Testing Library

**Tools:** Unity, IntelliJ IDEA, WebStorm, Rider, Unix Shell, Git, Gradle

**Soft Skills:** Problem Solving, Time Management, Independent Learner, Debugging, Agile, Scrum, Organization

### Experience

---

#### •Software Engineer

*January 2023 - August 2023*

*Vivid Seats*

Remote

- Developed full-stack web/mobile applications with TypeScript, React.js, Next.js, React Native, Express.js.
- Overhauled consumer authentication in React Native to use Amazon Cognito and AWS Amplify.
- Implement front-end features such as user geolocation on the web application using React.js and Express.js.

#### •Software Developer

*May 2022 - August 2022*

*Lifion by ADP*

Remote

- Enhanced front-end web application, focusing on sign-in and account flows using JavaScript, React.js and Redux.
- Improved test cases with Jest and Enzyme to ensure high code coverage.

#### •Game Developer

*September 2021 - December 2021*

*Bunch.live*

Remote

- Updated, maintained and improved mobile games such as Mars Dash using Unity, C#.
- Introduced novel features such as tutorial flows in Mars Dash.
- Responsible for adding animated GIF avatars in Bunch Party.

#### •Java Developer

*January 2021 - April 2021*

*Paramount Commerce*

Remote

- Maintained full stack Interac and Instant Bank Transfer web applications with Java, Spring Boot.
- Spearheaded the introduction of mobile test automation with Appium, JUnit to greatly speed up the QA process.

### Personal Projects

---

#### •Metalworks

*A full-stack web application allowing nearly-free FoundryVTT hosting on DigitalOcean*

- Utilized knowledge of UX interface design in development of the front-end web application.
- Implemented consumer authentication with Clerk.js. with support for major OAuth providers.
- Employed knowledge of REST APIs developing backend with Express.js and PostgreSQL.
- Technology used: *TypeScript, JavaScript, React.js, Next.js, Express.js, Clerk.js, Node.js, PostgreSQL, Git.*

#### •Straw Golem

*A Java extension for Minecraft Forge and Fabric that adds a farming golem, with over 10 million downloads*

- Devised efficient system to track crops in 3D space using data structures such as OctTrees.
- Cultivated game design and UX skills in designing core game loops, optimizing sound design, etc.
- Technology used: *Java, Maven, Fabric API, Gradle, Git.*