

# Tenzin Pelletier

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## EDUCATION

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### University of Waterloo

*Bachelor of Science in Computer Science*

August 2019 - December 2023

*Current GPA: 3.5/4.0*

### Marianopolis College

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

August 2017 - June 2019

*GPA: 3.8/4.0*

### Centennial Regional High School

*TAG Accelerated Group Program*

August 2012 - June 2017

*GPA: 3.8/4.0*

## RELEVANT COURSEWORK

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

## SKILLS

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**Languages:** TypeScript/JavaScript, Java, C#, Kotlin, C/C++, , HTML/CSS,  $\text{\LaTeX}$

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

**Frameworks:** React, Next.js, Node.js, Express.js, Spring, JUnit, Selenium, Jest, React Testing Library

## PROJECTS

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**Metalworks** | *TypeScript, React, Node.js, Express.js, HTML/CSS, Git, WebStorm*

February 2023 – Present

- Developed a full-stack web application for easy FoundryVTT hosting on DigitalOcean
- Experimented with DigitalOcean API's OAuth Access Tokens to manage droplet instances and snapshots
- Optimized UX, bought domain name, making documentation

**Strawgolem** | *Java, Maven, Fabric API, Git, IntelliJ IDEA*

June 2021 – Present

- Developed a Minecraft mod for Forge and Fabric to add a farming golem
- Employed data structures such as OctTrees and Priority Queues to implement a crop index and scheduling library
- Employed knowledge of game design, optimizing UX, sounds, etc.

## EXPERIENCE

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**Vivid Seats** | *Software Engineer*

January 2023 - August 2023

- Developed full-stack web and mobile applications using React, React Native, Express.js
- Researched and implemented consumer auth in React Native with Amazon Cognito and AWS Amplify
- Implement frontend features such as user geolocation on the web application using React

**Lifon by ADP** | *Software Engineer*

May 2022 – August 2022

- Developed frontend web applications using React and Redux
- Maintained test cases with Jest and Enzyme

**Bunch.live** | *Game Developer*

September 2021 – December 2021

- Developed mobile games using Unity, C#
- Implemented support for encoded GIFs in Bunch Party

**Paramount Commerce** | *Java Developer*

January 2021 – April 2021

- Developed full stack web applications with Java, Spring Boot
- Maintained unit tests in Selenium, JUnit, Appium