






Tenzin Pelletier

Computer Science Student @ UWaterloo

 t2pellet.me  t2pellet  t2pellet  t2pellet@uwaterloo.ca  5145704380

ABOUT ME

- 4th year Computer Science student at UWaterloo
- Bilingual speaker proficient in French and English
- Previous work experience with JavaScript, React, Redux, Unity, C#, Java and Spring
- I especially enjoy working frontend and full-stack on mobile and web applications, but most of all I love learning new languages, tools and frameworks!

EXPERIENCE

LIFION BY ADP | SOFTWARE DEVELOPER

May 2022 - August 2022 | Remote

- Work on frontend applications using React and Redux
- Work on backend applications using Express.js
- Write test cases using Jest, Mocha, Sinon

BUNCH | GAME DEVELOPER

September 2021 - December 2021 | Remote

- Develop Unity mobile games using C# in Rider IDE
- Employ knowledge of design patterns and data structures to implement user-facing features like a gameplay tutorial and reaction dialog system

PARAMOUNT COMMERCE | JAVA DEVELOPER

January 2021 - April 2021 | Remote

- Developed web applications using Java, Spring, JDBC, and SQL
- Maintain, refactor, write and improve test automation scripts according to POM/OOP paradigms
- Extend automated test coverage to mobile devices using Appium

PROJECTS

SALEM MODERATOR | REACT NATIVE, TYPESCRIPT, CSS

2022

- Web/Mobile React application that acts as a moderator for the social deduction game 'Salem 1692'

STRAWGOLEM | JAVA

2020-Present

- Mod adding a farming golem to Minecraft with over 8 million downloads!
- Uses data structures like OctTrees to efficiently lookup nearby crops

ATTENTIONAPP | KOTLIN, FIREBASE

2020

- Simple Android App that allows people to pester each other with loud, annoying requests for attention

EDUCATION

UNIVERSITY OF WATERLOO

BACHELOR'S OF COMPUTER SCIENCE

Sept. 2019 - Present | Waterloo, ON

Faculty of Mathematics

Cum. GPA: 87 / 100

MARIANOPOLIS COLLEGE

DIPLÔME D'ÉTUDES COLLÉGIALES

Sept. 2017 - June 2019 | Montréal, QC

Pure and Applied Sciences

Cum. GPA: 3.8 / 4.0

SKILLS

LANGUAGES

Proficient:

TypeScript • JavaScript • Java
• Kotlin

Experienced:

Python • C++ • HTML • CSS
• SQL

Familiar:

Shell • Lua

LIBRARIES/Frameworks

React • Redux • Express.JS
• Node.JS • JavaFX • Spring

TOOLS/PLATFORMS

Unity • Git • Gradle • Docker

REFERENCES

Robert Simmons,

Senior Game Developer, Bunch

✉ bobby@bunch.live