# Nikolai Savas

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savas.ca
medium.com/@savas
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github.com/taurheim

## Education

Bachelor of Software
Engineering
McMaster University
3.4/4.0 CGPA

## Achievements

YHack 2014 – Top 8
YHack 2014 – Top 8
McMaster Ultimate – 2014 MVP
McMaster Ultimate – Captain
Competed 4 times at CUC

## Languages

Javascript
C++14
Java
Python
PHP
C#
Objective-C

## Professional Experience

### Amazon | Software Engineer, Intern
*September 2016 – December 2016*
- Migrated an existing financial account system to a managed workflow
- Built an internal REST service to manage the workflow.
- Wrote code in Java, using spring for dependency injection
- Worked with AWS Elastic MapReduce and AWS Data Pipeline
- The system I built currently manages a workflow run on all amazon financial transactions (millions per month)

### Microsoft Corporation | Software Engineer, Intern
*May 2016 – August 2016*
- Helped create an internal framework to deliver custom scenarios to specific segments of Office users
- Worked with a UI automation testing framework to test our feature in C#
- Wrote a Javascript API to interface with the internal C++ code of Office
- The API I wrote is now backing messages to all users on the latest version of Office (60+ million)

### Microsoft Corporation | Software Engineer, Intern
*May 2015 – August 2015*
- Worked with a team of interns to develop an application to hand off to a full-time team in Redmond
- Worked closely with a team of full time engineers
- Wrote the back end for my team's application
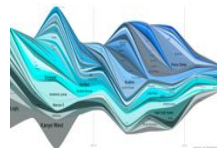- Dealt with Cryptography, Security, and deployment for a Node.js server

## Projects

For a more complete list of my projects, please visit http://savas.ca/projects

crAIg is an AI that teaches itself how to play Super Mario Brothers for the NES, using evolving Neural Networks (neuroevolution). This project is open source on GitHub, and I have written an indepth blog post explaining the neuroevolution algorithms used.

LastWave is a data visualization web app that uses data from the last.fm API to make a wave graph of listening history by artist over time. The app uses algorithms to place text on the wave graph and allows exporting to SVG, imgur, and social media. LastWave was written in Javascript and PHP using jQuery and d3.js. Check it out at http://savas.ca/lastwave.

I am currently building an Entity-Component-System game engine from scratch using C++. I am writing blog posts that cover everything from architectural design to programming decisions on my blog.