Thomas Armena

Software Engineering B.Eng Degree – McMaster University (2016–2021)

WORK EXPERIENCE

Contract Full Stack Developer – University Of Toronto

Sep 2018 - PRESENT

- Developed an interactive learning website for a kinesiology course
- Designed a **RESTful API** that handles student **authentication** and progress in **Golang** and using **Postgres**
- Created various exercises in **React** such as drawing ligaments on 3D models, drag and drop choices, etc
- Implemented **scalable state management** for the frontend using **redux**

Software Developer Intern – CIBC Innovation Labs

Sep 2018 - Aug 2019

- Worked on a system of smart cameras that collected and stored facial data (**raspberry pi, azure cloud services, node js, python**)
- Prototyped a proximity based interface for automatically connecting with a cluster of peripherals like card readers, scanners, printers, etc (**react, electron, node js, c#**).
- For a digital kiosk assistant project; worked on audio and visual data collection and processing, tools for training neural network model, and **database model architecture** (various **amazon web services, python, node js, react**)

Software Developer Intern – World Vision Canada

May 2018 - Aug 2018

- Created a hand gesture controlled minigame in Unity (**c#**) using LEAP (hand motion detector) in order to promote an upcoming Netflix documentary
- Created a web scraper in **python** and **selenium** in order to introduce integration tests into the CI/CD pipeline

PROJECTS

Chess Dash — A mobile arcade puzzle game inspired by Chess

- Designed an algorithm which creates unlimited randomly-generated puzzles
- Created a responsive mobile UI using Google's **Flutter** UI kit (**Dart**)

Git Plant — A linux terminal plant that grows with github activity

- Used a **fractal algorithm** to create randomly generated plants (**C++**)
- Rendered the plant in the terminal only using ASCII characters

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INVOLVEMENT

- **McMaster Competitive Programming Team**
- CIBC Tech Co–op Social Committee
- Student Council (High School) – Minister of Communications

AWARDS

- **1st Place** – Sheridan College Game Programming Contest 2016
- **1st Place** – **Google Tech Challenge** at McMaster University (Puzzles and Coding)
- **4th Place** – McMaster Competitive Programming Team Qualifiers

LANGUAGES, TOOLS CONCEPTS

Python | Golang | Javascript | Dart | Java | C++ | C#

Linux (Arch, Manjaro, Ubuntu) | Mongodb | Postgres | Postman | Selenium | Unity | AWS | Azure | Digital Ocean | Flutter | React | Node.js | Express |

RESTful APIs | Relational Database Modeling | Algorithms and Data Structures