Thomas Armena

McMaster University (Hamilton, Canada) Software Engineering Bachelor's Degree (2016 - 2021)

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github.com/thomas-armena thomas-armena.dev

Work Experience

- Contract Full Stack Developer University of Toronto (Sep 2018 Sep 2019)
 - Developed an interactive learning website for a first year anatomy 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 (Co-op) Canadian Imperial Bank of Commerce (Jan-Aug 2019)
 - Created a system of biometric camera's that collects and stores facial data into an SQL database and can be controlled remotely (raspberry pis and amazon web services)
 - Developed a prototype with one other developer that was pushed to production; a smart
 device station that allows you to connect and use peripheral devices (printers, scanners, card
 readers) via bluetooth proximity and secured wireless connection (node and electron)
 - * Demoed this project to stakeholders which included VPs and seniors of a few departments
 - * Held meetings to handoff knowledge of the architecture and code to the engineers that will bring the project into production
 - Worked in a team of 5 to develop a digital kiosk assistant for future banking centres
 - * Created the "hearing" capabilities of the AI, leveraging mic arrays attached to a raspberry pi to capture audio and convert it to text using various AWS APIs
 - * Contributed to the high-level design architecture of the deep learning model used for the AI, experimented with recurrent neural networks to see how they could be used to leverage contextual information to make decisions
- Application Developer (Co-op) Canadian Imperial Bank of Commerce (Sep-Dec 2018)
 - Automated banking processes in a z/OS system using REXX and JCL
- Innovation Engineer and QA Automation (Co-op) World Vision Canada (May-Aug 2018)
 - Created a hand gesture controlled minigame alongside 2 other developers in Unity (C sharp) using LEAP (hand motion detector) in order promote an upcoming Netflix documentary
 - The project was showcased in cineplex on the big screen during the launch of the documentary
 - Created a web scraper in **python** and selenium in order to introduce integration tests into the CI/CD pipeline

Side Projects

- Chess Dash A mobile arcade puzzle game inspired by Chess (available on the Google Playstore)
 - Designed an algorithm which creates unlimited randomly-generated puzzles (**Dart**)
 - Created a responsive mobile UI using Google's Flutter UI kit
- Postra A web application for making digital collages and sharing them online
 - Built an online editor in **React** that lets you perform vector transformation on images and text
 - Created a backend service to store images and collage layouts, aswell as handle user authentication (node, express, mongo)
- Chaos 1st place submission for a game programming competition (Rogue-like top down shooter)
 - Worked in a team of four to brainstorm ideas, design, develop, and debug the game
 - Implemented the movement mechanics, equipment system, and random level generation (Game Maker Studio 2)
 - Pitched game to judges alongside my team in Sheridan College, which included Computer Science instructors
- Finstagram Top 5 project submission at a CIBC Hackathon
 - Created a mobile web app in **React** with a live feed of financial advice
 - Leveraged open banking APIs to obtain transactional data to base advice off of
 - Placed top 5 out of 25 teams
- Git Plant Your own linux terminal plant that grows as long as you stay active on Github
 - Used a **fractal algorithm** to create randomly generated plants (C++)
 - Rendered the plant in the terminal only using ASCII characters

Involvement

- Student Council Minister of Social Events (Sep 2015 June 2016)
- High School Computer Club Member (Sep 2015 June 2016)
- Asian Student Society at McMaster University Representative (Sep 2017 May 2018)
- Delta Hacks (Hackathon at McMaster University) Participant (Sep 2017)
- CIBC Hackathon Participant (Dec 2018)
- CIBC Tech Co-op Social Committee Representative (Sep 2018 Dec 2018)
- McMaster Competitive Programming Team Participant (Sep 2019 current)