Tristan Secord

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Queen's University | B.S.E in Computer Engineering | May 2015

SKILLS

Languages: Ruby, Elixir, React Native, HTML, HAML, Javascript, Vue.js, Elm, Swift, Objective-C, Java, C++, C#
Databases: PostgreSQL, MySQL, GraphQL
Operations: Rancher, Docker, Azure, Kubernetes, Digital Ocean, Heroku, Dokku
Frameworks & Libraries: Ruby on Rails, Phoenix, Webpack, Sidekiq, ActionCable
IDE's & Tools: Spacemacs, Visual Studio, XCode, GitHub, Android Studio, Appcelerator, Eclipse, BitBucket

Soft Skills and Strengths:

- Excellent Problem Solver
- Multitasking
- Resourceful
- Works well independently and with Others
- Teamwork
- Detail Oriented
- Well Organized
- Communication

EXPERIENCE

Senior Software Engineer - Mosaic Sales Solutions, January 2017 - January 2019
I was responsible for development on multiple enterprise facing applications used by both marketing representatives and internal employees at Mosaic. I was team lead on many initiatives for various applications. I Interacted directly and worked closely with clientele, managing deliverables and deadlines for the team. I contributed in an ongoing attempt to establish continuous integration and continuous delivery of applications as a DevOps engineer.

Languages and Tools:
- Ruby on Rails, Phoenix, Elixir, MySQL, PostgreSQL, Javascript, GraphQL, React Native, Vue.js, HTML, HAML, Sidekiq, Action Cable, Rancher, Docker, Kubernetes, Azure, AWS, Go, Elm

Accomplishments:
- I started working on an expansion initiative for an existing application called ShoppingCart. It was designed to schedule demonstrations of products for vendors at specific locations. The expansion was successful in persuading Walmart to use this platform for future activations. In an effort to increase average response time, I was involved in significant enhancements made to the engine of ShoppingCart.
- After the Walmart expansion, I was in charge of an internal mobile application called MiiT (an appointment booking application used to schedule IT services and procure devices). My assignment was to lead a team consisting of one other developer and one quality engineer, designing a system to determine pricing based on devices procured.
- While in charge of maintaining MiiT, I was placed back on ShoppingCart as a team lead for the 'Vendor Portal' initiative. The Vendor Portal is an extension of ShoppingCart, allowing vendors to book their own demonstrations. The proof of concept was done for alcohol vendors solely activating in Loblaw locations. My team was composed of two other developers and two quality engineers.
- Finally, near the end of my tenure with Mosaic, I was placed on an enterprise wide data management system known as MDM-EBX. I worked on the DevOps team managing

deployments, creating pipelines, integrating systems into existing applications such as Slack and GitHub, ensuring resources were correctly configured in Azure, and generating ARM templates for consistency across environments.

Software Developer - TuneVu, September 2018 – December 2018
I worked part time as a full stack developer on a media engagement application.

Languages and Tools:
- Elm, Elixir, Phoenix

Accomplishments:
- I worked on enhancing an existing Elm codebase into a more compact and streamlined layout allowing for quicker implementation of new features, and reducing duplication of code.
- I worked on implementing features, which allowed clients to upload and modify media by introducing audience-engaging components such as simple feedback questions, quizzes, ratings, and games directly into the media.

Software Engineer - Mobile Fringe, April 2016 – September 2016
I was responsible for the entire mobile development department at Mobile Fringe, as well as developing website and directory board templates for clients.

Languages and Tools:
- Objective-C, Java, C#.NET, XAML, Ruby on Rails, HTML, Javascript, BitBucket

Accomplishments:
- I modernized mobile applications to run on iOS 9.
- I updated the mobile framework to be sensitive to time zones.
- I developed new and reusable components that could be included on directory boards such as weather and time modules. I also worked on developing website templates for sales and marketing efforts that are easily adaptable for new clients.

Software Engineer - CutCom Inc., June 2015 – April 2016
I was responsible for developing, maintaining and supporting mobile safety applications and web dashboards for Universities and Colleges.

Languages and Tools:
- Appcelerator Titanium framework, VB.NET, HTML, Javascript, Windows 2012 Server, signalR framework

Accomplishments:
- I worked on safety applications, both mobile and web based, allowing school administrators to change the look and functionality of applications using a content management system.
- I was in charge of development on the new 'Virtual WalkHome' component. Virtual WalkHome was designed for students to be virtually tracked while walking home, allowing them to notify administration if they require help or feel unsafe.
- I was also in charge of development on the new 'Geofence' feature. This gave administrators maintaining the application control over features accessible to students based on their location.
- Our group significantly increased clientele with U.S. schools due to these newly available features.

Independent Contractor – Physiotherapy on Lakeshore – September 2015 – September 2016
- I provided consulting services to a promising service company in Port Credit, Physiotherapy on Lakeshore. I was responsible for developing a single page web application used to market the company to potential clients. I also developed an iOS application designed to guide users through the proper physiotherapy technique.
- I was responsible for hosting and maintaining the site on Digital Ocean

Nicole Lewis Photography – September 2015 – September 2016
- I provided consulting services to an up and coming photography company, Nicole Lewis Photography. I was responsible for developing a single page web application, advertising Nicole Lewis' work as a photographer.
- I was also responsible for hosting and maintaining the site on Digital Ocean

PROJECTS

SKiY

SKiY is a location tracking application allowing a user to request a friend's location, or send their current location to a friend. I created the front end in Swift 3 and the API was developed in Ruby on Rails, hosted on Heroku. A user's location is tracked, packaged and delivered in real time using web-sockets (ActionCable). SKiY was designed with end-to-end encryption using AESCrypt and any vital data stored on the PostgreSQL database was encrypted using BCrypt.

MiFi

MiFi is a Wi-Fi sharing application allowing users to effortlessly grant access to a specific network. I created the front end in Swift 3 and the backend was developed in Ruby on Rails. Data was stored on a PostgreSQL server hosted using Dokku.