



# Vincent Zvikaramba

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## Education

2021 **Honours Bachelor of Science**, *University of Toronto*.  
Statistics, Computer Science

## Skills

Programming Java, Python, (POSIX) Shell, Typescript/Javascript, C, SQL  
Tools Docker, Git, Node.js/Npm, Gerrit Code Review, GitLab, GNUMake, Ansible  
Frameworks and libraries Java Collections, Guice, Gson, Guava, Lombok, JUnit, Spring, React.js, Backbone.js, Underscore.js, Django, SQLAlchemy

## Interests

Electronics I enjoy tinkering with electronics at any level. Particularly enjoyed working with FPGAs and Verilog in university for programmable circuit design.  
Reading I come from a family of avid readers; I'm usually reading research articles, documentation or spec sheets for miscellaneous electronic components.  
Music I love listening to music and currently learning guitar (albeit very slowly).

## Experience

2022 **Software Engineer**, TitanFile Inc.  
– Performed code reviews and participated in daily meetings as part of regular duties,  
– Worked with senior developers as part of DevOps team to improve performance and security of tools/infrastructure used for development,  
– Improved display of embedded images in emails sent via app's outlook plugin,  
– Identified and optimized memory usage issue for pdf watermarking process.  
2016–2017 **Teaching Assistant**, *Software Tools and Systems Programming*, University of Toronto.  
– Instructed students in tutorials and helped them troubleshoot and identify bugs in programming assignments,  
– Graded programming assignments and provided feedback for improvement,  
– Worked as part of a team of TAs to proctor tests and mark test papers.

## Projects

2022 **Client Management System**, *South-Asian Women's Rights Organization*, Toronto.  
– Worked as part of a team to build a client management system for SAWRO's client database,  
– Used Python and Flask to write the web application,  
– Used an ORM (SQLAlchemy) to interact with the SQL database.  
2022 **Website**, *Promatec Solutions*, South Africa.  
– Collaborated with another developer to build a website and e-mail solution for Promatec,  
– Used docker for containerisation and easy deployment of services,  
– Deployed and leveraged Gerrit Code Review for collaboration and code review,  
– Wrote a python script hooking into the CloudFlare API for managing DNS records required or used in application containers,  
– Used Node.js as web server and as the backend for APIs exposed to the frontend,  
– Used React.js for UI component design and reuse.

2019–Present **Automated MMO Client**, Toronto.

- Decompiled and debugged game client code to identify obfuscated game code functionality for modification via injection
- Used reflection to inspect game state and instantiate some objects at runtime,
- Used injection to expose game client classes, fields and methods where possible; and to add to or override original game client code,
- Used Swing and AWT to design UI elements and intercept input events in order to inject new or modified input events to the game client,
- Used breadth-first search and A\* search with custom heuristics to create path-finding algorithm for searching optimal game world paths.

2015–2019 **Android Custom ROMs**.

- Maintained support for Samsung devices originally running Android versions 4, 5, 6.0,
- Maintained legacy kernel code and backported new kernel code,
- Developed tools and user-space interposer libraries for forward compatibility of proprietary libraries and programs with future android releases,
- Maintained Makefiles for use in the build system,
- Deployed Gerrit for code review and collaboration and Jenkins for builds and continuous integration.