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Thomas Dedinsky

Computer Engineering, UWaterloo

Languages

- Java
- Python
- JavaScript
- HTML/CSS
- C/C++
- Assembly
- PHP
- SQL
- VHDL

Frameworks

- Node.js
- React.js
- Ember.js
- Bootstrap
- REST API

IDEs/Tools

- Unix Terminal
- git/svn
- Github/Gitlab
- Android Studio
- XCode
- IntelliJ
- JIRA/Confluence

Education

- Computer Engineering
- University of Waterloo (UW)
- 2016 - Present

Volunteering

- VP Academic & Advertising Commissioner, UW EngSoc
- Group Leader, UW Engineering OWeek & Future ACES Leaders Conference
- Campaign Volunteer, LPC
- Moderator and Chief Reporter, TPP Subreddit

Work Experience

Intern Software Engineer – Java/React.js/SQL/CSS — Apr 2018 - Aug 2018

Veeva Systems

- Helped develop a life sciences software solution focused on large-scale management by working full stack in several production groups and individual efforts on an agile lifecycle
- Headed the creation of an automated API documentation tool and production of our new machine learning model, as well as the entire backend of our profile layout management feature

Mobile Developer – Ember.js/SCSS/HTML — Sept 2017 - Dec 2017

Department of National Defence

- Released a mental health-focus app, molding activities and utilities engineered to aid awareness and management of your mental health by implementing research in a practical application
- Improved an offline resource and utility app designed for Canadian troops in Latvia by creating a content manager system to allow code-illiterate personnel to repurpose the application
- Both apps, R2MR and CAT, were endorsed by the General of Canada

Software Developer – Java/Actionscript/XSL/SQL — Jan 2017 - Apr 2017

Bayer Pharmaceutical and Radiology

- Developed an increasingly requested multi-modality feature, uprooting the entire application in order to improve the previously built framework
- Worked frontend and backend in a scrum/agile environment with many different languages, while also improving the server management and database structure

Projects

Orientation Week Website - JS/PHP/CSS/Bootstrap — Feb 2017 - Sept 2018

- Designed, implemented, maintained OWeek website based on requests from various parties
- Created a responsive front-end web design for various size screens on both desktop and mobile
- Made a dynamic user-based system with various roles using smart database management

CEC Programming Competition Lead - Node.js — Mar 2018 - Mar 2019

- Programmed/will be running the Canadian Engineering Competition programming competition
- Focused on making the challenge language-agnostic and an engineering problem, using beta testers to polish the challenge to be relatively easy to try but hard to fully optimize

Data Structures App – Android/SQL — Nov 2017 - July 2018

- Creating a conversion of a Data Structures course at the University of Waterloo to a mobile application by the request of the professor, with a JSON to SQL database system implemented
- Features interactive code snippets, quizzes and textbook excerpts based on the coursework

Various Low-Level Projects - C/Assembly — Apr 2016 - Present

- Converted assembly files to C for a massive collaborative disassembly of a GBA game
- Created a music player in C capable of running on a FPGA board and processing .wav files
- Made several assembly programs for a FPGA board including a reflex testing game and experimented with multithreading in C based on concepts in Digital Computers course

Various Scripts - Python — Oct 2016 - Present

- Fully utilized PRAW, Reddit's API, to log flair and emote usage, mass implement different flair layouts, migrate existing users to new flairs, and automatically flair posts based on keywords
- Created a Markdown to Swagger-YAML script for API documentation, JSON to CSV script for massive data transfer, and fixed a PDF Highlight transfer tool for version differences on manuals