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Thomas Dedinsky

Computer Engineering, UWaterloo

Languages

- Java
- Python
- C/C++
- Javascript
- HTML/CSS
- PHP
- SQL
- VHDL

Frameworks

- git/svn
- Node.js
- Ember.js
- Terminal
- Bootstrap
- XCode
- Android Studio
- Github
- Linux
- Quartus

Education

- Computer Engineering
- University of Waterloo
- 2016 - Present

Volunteering

- Group Leader, Future ACES Conf.
- Advertising Commissioner, UWaterloo Engineering Society
- Campaign Volunteer, Liberal Party
- Moderator and Chief Reporter, TPP Subreddit
- Canada Day/Exam Bank Director, UWaterloo
- President, Saint Francis Student Council
- Group Leader, UWaterloo Eng Orientation

Work Experience

Mobile Developer - Ember.js — 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 - Various — Jan 2017 - Apr 2017

Bayer Pharmaceutical and Radiology

- Developed an increasingly requested 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

Website Developer - Web — Feb 2017 - Sept 2017

- Designed, implemented, maintained University of Waterloo Engineering Orientation websites
- Created a responsive front-end web design for various size screens on both desktop and mobile
- Implemented a dynamic user-based system using smart database management

Hand-Gesture 2048 - Android — May 2017 - July 2017

- Recreated the object-oriented game with accelerometer-based control
- Optimized memory consumption, limiting resources for broader usage

FPGA Chip Circuit Design - VHDL — May 2017 - July 2017

- Created combination/sequential circuit designs for logic-based tasks
- Utilized FSMs and MSDs to simulate heating systems and traffic lights

Reddit Updater to Discord Bot - Node.js — Oct 2017

- Created a trans-platform bot on my Virtual Private Server in a single day
- It parses a reddit live updater feed to send/manage messages on Discord using a SQL database

Data Structures App - Android — Nov 2017 - Present

- 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

Various Scripts - Python — Oct 2016 - Present

- Fully utilized PRAW, Reddit's API, to log flair and emote usage, migrate existing users to new flairs, and automatically flair posts based on keywords
- Created a PDF Highlight transfer tool for version differences on user manuals and optimized a JSON to CSV script for massive data transfer to complete high priority tasks at work

Assembly Computer Simulator - C++ — Nov 2016

- Simulated assembly code, taking in assembly, determining their validity and showing their expected output, showcasing my thoroughness in understanding the languages I utilize

Various Games - Java — Mar-Jun 2016

- Created GUI versions of Snakes and Ladders, Battleship, Rock Paper Scissors, and Auto-Randomizing Quiz, in order to practice dynamic graphics and object-orientated programming

TwitchPlaysPokemon - CSS, C — July 2014 - Present

- Using Reddit's limited 100kb CSS to implement emotes, colour themes, randomized mail notifications, scrolling sidebar pics, popups, and make my subreddits look stylized
- Converted assembly files to C for a disassembly of a GBA game

Tetris: Grand Master Edition - Python — Sept 2016

- Recreated Tetris, added enhanced graphics, complex scoring, multiplayer over a weekend