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Thomas Dedinsky

Computer Engineering, UWaterloo

Languages

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

Frameworks

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

IDEs/Tools

- Unix Terminal
- git/svn
- Github/Gitlab
- IntelliJ
- Keil/Eclipse
- Quartus
- 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

- Co-op Firmware Engineer – C/C++** Jan 2019 - Apr 2019
Infinera Corporation
- Will be working on embedded real-time DSP and control systems, involving programming and testing embedded control systems for Infinera's state of the art Optical Modem ASIC
- 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 within a tight timeframe
 - Worked frontend and backend in a scrum/agile environment with many different languages, while also improving the server management and database structure

Projects

- 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
- 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
- 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