

ERICH ELENDT

Skills

- C/C++, Python, Go, Scala, Javascript, Java, PHP, Racket.
- GCP, Bazel, Kubernetes, Jenkins, Docker, git, nginx, OpenCue, Vagrant, µWS, Cap'n Proto, ceph, Alpine/Ubuntu/MacOS, Swagger/OpenAPI, Tensorflow, Horovod.
- Ksonnet, OpenGL, ImGui, CUDA, Express.js/Node.js, Flask, React, Akka, PySide, Django.
- Spanner, Redis, Kafka/Goka, PostgreSQL, Cloud Pub/Sub.

Experience

- Software Developer, PRENAV Winter 2019
- Used ksonnet to procedurally generate Kubernetes manifests.
 - Created colorspace visualization tool for validation/correction of image segmentation.
 - Designed CI pipeline to manage release cycle for staging and production environments.
 - Developed ui graph component to visualize pipeline monitoring system.
 - Deployed OpenCue for execution of distributed render jobs.
- Software Developer, Auvik Networks Summer 2018
- Created specifications and implemented APIs within a microservice ecosystem.
 - Developed a gateway service to expose a vendor neutral interface for network devices.
 - Designed responsive frontend web interfaces.
 - Member of team investigating new technologies such as porting to Go, event sourcing and gNMI.
- Junior Network Administrator, Procom Summer 2017
- Optimized employee on-boarding process to incorporate disk imaging and configuration scripts.
 - Managed administrative tasks for employees using the Windows Active Directory.
 - Performed troubleshooting and debugging of processes for an employee base of over 400.
- Development Intern, Stereo D Summer 2016
- Designed Django unit tests using Python in order to maintain more reliable backend asset management software.
 - Refactored old code to implement a newer, more flexible datatype in order to represent digital assets from within compositing software.
 - Optimized Python widget used to ingest visual assets and incorporate them into company database.
- Web Development Volunteer, Toronto Speedskating Club Winter 2015
- Developed a Python application which generated a customizable PHP form to handle registration for the Toronto Speed Skating Club.
 - Devised markup language for documentation to improve admin experience and increase product longevity.

Education

Fall 2016 - Present

- Candidate for Bachelor of Computer Science 2021, Honours Computer Science, University of Waterloo.

Achievements

- Communitech - Code/Design to Win contest - finalist Winter 2017
- Lum Family Scholarship (UTS) - academic excellence, community service and music Summer 2016
- Duke of Edinburgh Award - gold level Summer 2016
- President's Scholarship of Distinction (University of Waterloo) Spring 2016
- Math Faculty Scholarship (University of Waterloo) Spring 2016
- Euclid Contest - 98th percentile Winter 2016
- Chem13 Contest - top 200 Spring 2015
- Canada Computing Contest - 99th percentile Spring 2014