Adrien Pringle

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3rd Year Computer Engineering Student at the University of Waterloo

Summary of Qualifications

- 5 years programming experience in Javascript/Typescript, C/C++, Python
- Experience building interactive web apps with React, Redux, Next.js, Vue, Express, Node.js
- Data handling experience in MySQL, PostgreSQL, MongoDB, Firebase
- Mobile development using React Native
- Agile development experience using Jira, Git
- API testing and visualisation with Postman
- Testing and CI/CD with Docker, Jest, Jenkins
- Graphic design skills in Figma, Adobe Photoshop, Illustrator

Work Experience

DevOps Software Developer - Sony Interactive Entertainment - *Waterloo, ON*   *January 2022 - April 2022*

- Architected a tool to facilitate the release of PlayStation 5 apps for developers, with the goal of streamlining the process of building, version tracking, A/B testing, and staged rollouts
- Analysed available tools, and decided on a stack consisting of Nest.js, Postgres, Prisma, and Github auth, all organised in a monorepo. Created simple dev environment setup with Docker Compose
- Optimised build time by reducing repeated module installations using multistage builds
- Won 2nd prize out of 100+ teams in the company-wide hackathon for inventing a quality of life app for gaming consoles and creating a working demo on PS5. The invention is now patent pending in the US

UX Developer - Canadian Tire - *Calgary, AB*   *May 2021 - August 2021*

- Created a flexible module to prevent race conditions in asynchronous data fetches in Typescript
- Subsequently implemented the module in a wide range of components across Canadian Tire's e-commerce platform using React
- Fixed display issues with the item ordering form to conform with the specifications, and expanded unit tests in Jest to avoid future issues

Full Stack Developer - Newtopia - *Toronto, ON*   *September 2020 - December 2020*

- Structured the navigation functionality of Newtopia's client facing health tracking app, using React Native Router Flux to produce an intuitive user experience
- Designed a real time update system for in-house data processing tools implementing the Salesforce streaming API, improving data specialists' productivity

Database Developer - Bike Energy Lab - *Hong Kong*   *March 2020 - May 2020*

- Designed the architecture for a MySQL database to store anthropometric data of customers
- Wrote Python scripts with Pandas to automate migrating over 500 customers' data from Excel files
- Developed a user-friendly web app to enable quick data visualisation and manipulation
- Applied statistical methods to analyse population data and automate customer-product matching

Projects

Hungry Hungry Frogge - Video Game Submitted to Hack The North   *September 2021*

- Expanded a Ubisoft customisable C++ game engine with reusable collider components using accurate Newtonian physics for game objects modelled by circles and line segments
- Created a system for smooth animations at arbitrary frame rates by interpolating states

Streaminar - Video Notes Chrome Extension   *January 2021*

- Led a team of 4, delegating tasks suiting individual strengths to complete the project in 36 hours
- Built the front-end functionality in React, using modern browser APIs to reduce performance loss

Education

University of Waterloo - B.A.Sc in Computer Engineering - 84% GPA   *September 2019 - June 2024*

- Systems Programming and Concurrency: 96%
- Real Time Operating Systems: 81%