inn Smith

\$\(\cdot (647) 907-6670 \) \[\sum \] quinn.smith98@gmail.com \| \(\textit{\alpha}\) www.quinnwerks.com \| \(\textit{\alpha}\) quinnwerks \| \(\textit{\alpha}\) quinnwerks

Education

University of Toronto Toronto, Canada

BACHELOR OF APPLIED SCIENCE IN COMPUTER ENGINEERING, cGPA: 3.7/4.0

September 2016 - May 2021

• Coursework: Algorithms & Data Structures, Operating Systems, Distributed Systems, Computer Architecture, FPGA programming

Experience _____

Amazon Web Services Vancouver, Canada

SOFTWARE ENGINEERING INTERN

June 2020 - Aug. 2020 • Worked on the relational database service (RDS) oracle team.

Intel Toronto, Canada SOFTWARE ENGINEERING INTERN May 2019 - May 2020

• Developed customer features on top of a multi-million line C++ codebase.

- Enhanced data analytics infrastructure improving accessibility to metrics.
- Improved code test coverage, reliability and QoR through unit testing.

FPGA Cloud Computing Lab

Toronto, Canada

SUMMER RESEARCH STUDENT May 2018 - Aug. 2018

- Created a tool chain that simulated FPGAs over a network using Python.
- Worked with advanced hardware design flows such as high level synthesis and partial reconfiguration.

Projects _____

Homerow

- A compiler written in C++ for an esoteric language.
- Completed work on lexer. Currently working on code generation.

Distributed Key Value Store

- Constructed a distributed file system similar to Hadoop.
- · Added a publisher subscribe message system to simplify communication between server nodes and their clients.
- Implemented LRU, LFU and FIFO caching to reduce server latency.
- Developed scripts and unit tests to allow for benchmarking of system performance.

Homesafe (U of T Hacks)

- · Collaboratively developed a budget home security system using a mixture of Javascript, Python and MongoDB.
- Placed in top 10 best hacks.

Piplined Line Drawer Embedded System

- Implemented an embedded system that could draw shapes onto a screen using VGA.
- The CPU was described using Verilog and the firmware was written in C.

GIS Mapping Software

- Collaboratively engineered a GIS Mapping software in C++.
- · Solved graph based data structure problems using STL.

Skills

Languages C++, Java, Python, C, Verilog, Golang, Tcl, Perl, Javascript

Technologies UNIX, Git, Perforce, Quartus Prime, LEX