Tenzin Pelletier
Software Developer

⌗ GitHub Profile ‹/› Portfolio Site ▤ LinkedIn Profile ✉ pelletier@tenzin.live 📞 +1 514 570 4380

Education

- **University of Waterloo**   *Current GPA: 3.4/4.0*
  Bachelor of Computer Science   August 2019 - December 2023
- **Marianopolis College**   *GPA: 3.8/4.0*
  Diplôme d'études Collégiales in Pure and Applied Sciences   August 2017 - June 2019

Relevant Coursework:

Object-Oriented Programming, Data Structures, Design Patterns, Intro to Game Design, Agile Software Management, Software Specification and Analysis, User Interfaces, Human Computer Interaction (in progress), Computer Networks (in progress)

Skills

Areas of Interest: Front-end Development, React.js Development, Full-stack Development, Web Development

Languages: TypeScript/JavaScript, Node.js, Java, C#, Kotlin, C/C++, , HTML/CSS, LATEX, postgreSQL

Frameworks & Libraries: React.js, Next.js, Node.js, Express.js, Clerk.js, Redux, Spring Boot, JUnit, Selenium, Appium, Jest, React Testing Library

Tools: Unity, IntelliJ IDEA, WebStorm, Rider, Unix Shell, Git, Gradle

Soft Skills: Problem Solving, Time Management, Independent Learner, Debugging, Agile, Scrum, Organization

Experience

- **Software Engineer**   *January 2023 - August 2023*
  Vivid Seats   Remote
  - Developed full-stack web/mobile applications with TypeScript, React.js, Next.js, React Native, Express.js.
  - Overhauled consumer authentication in React Native to use Amazon Cognito and AWS Amplify.
  - Implement front-end features such as user geolocation on the web application using React.js and Express.js.
- **Software Developer**   *May 2022 - August 2022*
  Lifion by ADP   Remote
  - Enhanced front-end web application, focusing on sign-in and account flows using JavaScript, React.js and Redux.
  - Improved test cases with Jest and Enzyme to ensure high code coverage.
- **Game Developer**   *September 2021 - December 2021*
  Bunch.live   Remote
  - Updated, maintained and improved mobile games such as Mars Dash using Unity, C#.
  - Introduced novel features such as tutorial flows in Mars Dash.
  - Responsible for adding animated GIF avatars in Bunch Party.
- **Java Developer**   *January 2021 – April 2021*
  Paramount Commerce   Remote
  - Maintained full stack Interac and Instant Bank Transfer web applications with Java, Spring Boot.
  - Spearheaded the introduction of mobile test automation with Appium, JUnit to greatly speed up the QA process.

Personal Projects

- **Metalworks**
  A full-stack web application allowing nearly-free FoundryVTT hosting on DigitalOcean
  - Utilized knowledge of UX interface design in development of the front-end web application.
  - Implemented consumer authentication with Clerk.js. with support for major OAuth providers.
  - Employed knowledge of REST APIs developing backend with Express.js and PostgreSQL.
  - Technology used: *TypeScript, JavaScript, React.js, Next.js, Express.js, Clerk.js, Node.js, PostgreSQL, Git.*
- **Straw Golem**
  A Java extension for Minecraft Forge and Fabric that adds a farming golem, with over 10 million downloads
  - Devised efficient system to track crops in 3D space using data structures such as OctTrees.
  - Cultivated game design and UX skills in designing core game loops, optimizing sound design, etc.
  - Technology used: *Java, Maven, Fabric API, Gradle, Git.*