

TOMER SZULSZTEIN

Software Developer

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in tomersz12

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SKILLS

Java Python

JavaScript TypeScript

React HTML CSS

SQL MUI

Git Docker Kafka

Node Kubernetes

JIRA Confluence

Spring Tool Suite

VS Code Figma

Adobe Suite Linux

Microsoft Office Suite

QUALITIES

Fast Learner

Organized

Proactive Adaptable

Natural Leader

LANGUAGES

Native: English

Fluent: Spanish

Fluent: French

PROJECTS

Website | 🌐 | 🌐

- Personal Website
- React, Typescript, Sass

Video Game | 🌐

- Made for video series
- 300,000+ views
- Ruby, RPG Maker XP

EXPERIENCE

Software Developer | Searidge Technologies Inc.

📅 January 2024 - Present

📍 Ottawa, Ontario

- Designed, implemented, and tested web apps by following mockups and requirements.
- Created an internal AWS-Cognito NPM package for handling application authentication
- Utilized Kafka and Web Sockets to share data between microservices.
- Deployed microservices using Docker and Kubernetes.
- Utilized Git for seamless collaboration, version control, and performing merge reviews.

Freelance Front-End Developer | Digitality Solutions Inc.

📅 April 2023 - Present

📍 Toronto, Ontario (Remote)

- Developed web apps for large vertical touchscreens and apps that span multiple screens.
- Translated Photoshop designs into interactive web apps with pixel perfect accuracy.
- Invented unique components and implemented detailed animations.

Student Developer | University of Ottawa

📅 May 2023 - August 2023

📍 Ottawa, Ontario (Remote)

- Used Figma to plan app design and functionality.
- Identified and reported bugs while providing valuable suggestions for improvement.

Student Developer | Ndex Systems

📅 May 2022 - August 2022

📍 Montreal, Quebec (Remote)

- Developed a React app which called Spring Boot APIs to display client information.
- Implemented end-to-end regression tests for Spring Boot APIs.

Game Designer and Developer | Astroid Videos

📅 Mar. 2020 - Sep. 2020

📍 Remote

- Worked with a content creator to design and create a video game for a YouTube series.
- Created complete game using Ruby and RPG Maker XP engine.
- Communicated with multiple visual artists to outsource talent.

President | Computer Science Students Association

📅 October 2021 - December 2023

📍 Ottawa, Ontario

- Successfully organized and led large diverse teams for various campus initiatives.
- Proficiently handled social media and communication platforms.
- Acted as an intermediary between student organizations.

EDUCATION

Honours Computer Science | University of Ottawa

📅 September 2021 - April 2025

📍 Ottawa, Ontario

- GPA: 3.5
- Earned various scholarships, including the Ontario Professional Engineers Foundation for Education Scholarship, eSports Scholarship, and Merit Scholarship.