Olsi Spahiu

LinkedIn: linkedin.com/in/olsispahiu **GitHub:** github.com/ospahiu

Work Experience

Amazon.com, Inc. | Software Development Engineer — *Apr. 2018 - Present* — Toronto, ON
- Working in Alexa Language Technologies, helping shape the future of Alexa.

Autodesk, Inc. | Software Developer Intern — *Jan. 2018 - Mar. 2018* — Montreal, QC
- Implemented "Discard Scene" UI logic in JS so users can exit an autosaved scene.
- Refactored "Discard & Autosave" workflow in JS/Three.js client-side app which resulted in the elimination of user facing discarding UI errors by 100%.
- Wrote data grid editor in React and its tests using Jest/Enzyme.
- Ported autosaving fixes into staging build for use in production release.

Amazon.com, Inc. | Software Development Engineer Intern — *May 2017 - July. 2017* — Seattle, WA
- Designed back-end system to allow shipping costs to be transparent to users.
- 1 hr long troubleshooting deep-dives reduced to a few minutes with app usage.
- The tool handles millions of inbound transportation cost records.
- Collated millions of rows of disparate cost information into AWS' Redshift.
- Built low-latency API to surface transportation cost metadata using Java 8.
- As a sole owner: I created spec, designed the system architecture, collaborated with stakeholders, implemented, and tested the application with Mockito.

Wave Financial Inc. | Software Engineer Intern — *Jan. 2017 - Apr. 2017* — Toronto, ON
- Architected and integrated main list view for recently launched mobile app.
- Wrote and refactored form-view modules for custom React UI framework.
- Developed unit tests, wrote API documentation for apps and framework.
- Responsible for writing, testing, and maintaining mobile applications written in React-Native. Helped develop contact picker user feature and initial login page.
- Designed native contacts Android module in Java to supplement contact picker.
- Integrated 3rd Party APIs to increase data throughput to our analytics channels.

Spin VFX | Software Engineer Intern — *May 2016 - Aug. 2016* — Toronto, ON
- Built texture export plugin for Mari to expedite baking of textures. Used daily by studio's asset team; ~50 mins saved per export. GUI written in Qt.
- Worked with the VFX pipeline team to help automate artist workflows.
- Maintained and debugged Laravel VR web application and MySQL DB.
- Designed Python script to automate HTML email signature rollouts.

Legislative Assembly of Ontario | IT/Design Intern — *May 2015 - Aug. 2015* — Toronto, ON
- Maintained governmental website front ends using Javascript/HTML/CSS.
- Debugged and added extra content pages to mobile Annual General Meeting app.

Education

Ryerson University — *Sep. 2013 - Dec. 2017* — Toronto, ON
- Bachelor of Science - Honours B.Sc., Computer Science

Projects

Nominate | github.com/ospahiu/nominate — *Oct. 2017 - Dec. 2017*
- Web application written with Flask, Jquery, and SQLite allows users to view recommendations & rate movies. User predictions are shown per movie.

3D Mesh Editor | github.com/ospahiu/Terrain_Painter — *Nov. 2016 - Dec. 2016*
- Wrote 3D mesh generating program that allows user to manipulate hilly terrain.
- Designed and implemented camera view which can tilt, translate, and rotate.
- Implemented gaussian Metaballs mesh algorithm using C++ and OpenGl.

Languages	Python, Java, Javascript, C++	**Databases**	Realm, SQLite, Oracle SQL, MySQL, Redshift, Redis
Frameworks	Node, React, React-Native, Flask, Django	**Tools**	AWS, JetBrains IDEs, Git, GitHub, Docker, Jenkins