

KONRAD STANISZEWSKI

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Engineering
at Alberta

EXPERIENCE

Intuit

Software Development Co-op

📅 Jan – Sep 2020 📍 Edmonton, Alberta

- Maintained React/Redux codebase and fixed defects to comply with global accessibility regulations.
- Developed UI improvements for the Homepage of QuickBooks Online, accessed by over 5 million customers worldwide.
- Improved internal UI libraries to solve development limitations and reliance on deprecated libraries.

Nokia

Network Automation and DPI Co-op

📅 Apr - Aug 2019 📍 Ottawa, Ontario

- Created mobile device testing platform to generate network traffic and aid in regression testing.
- Reduced network testing data collection time by 95%.
- Performed regression testing and fixed bugs as well as created new tests.

University of Alberta Physics Dept.

The Shack Intern

📅 Jan – Jun 2018 📍 Edmonton, Alberta

- Maintained codebase for the community wiki.
- Operated and maintained 10+ 3D printers.

PROJECTS

Android Automate

📅 Apr - Aug 2019

- Created an open source API shell around the Android ADB to allow the automation of common Android tasks.
- Incorporated the recording and replay of touch gestures, launching apps, and generating random input.
- Utilized: Python, ADB, AVD, Android Studio.

Bookmark (Scored 100%)

📅 Sep - Dec 2020

- Created a Kijiji-like Android app for exchanging books.
- Implemented login page, app navigation, and lazy image loading.
- Utilized: Android Studio, Java, GCP, Firebase, Material UI, Glide 4.0

Pathfinding Rover

📅 Nov – Dec 2018

- Designed a high precision rover capable of navigating an automatically generated pixel maze using the A* algorithm.
- Created movement API and data protocol to send the solved maze to the rover via Bluetooth.
- Utilized: Python, C++, Makefile, AVR Micro-controller, Bluetooth.

Francophone Community App

📅 Mar 2019 (24H Hackathon)

- Built a hybrid app in the Ionic framework for francophone businesses to reach a larger clientele.
- Utilized: Ionic Framework, Google Maps API, Android, iOS, TypeScript.

EDUCATION

4th Year BSc. Computer Engineering, Software Co-op

GPA: 3.75/4

University of Alberta

📅 Sept 2017 – May 2022

SKILLS



EXTRA-CURRICULARS

Squabble

HackED (Received 1st Place)

📅 Nov 2019

- Created online multiplayer brawl game with 2D platforming and position interpolation.
- Launched server architecture to provide game state.
- Utilized: JavaScript, Node.js, Express.js, Socket.IO, Phaser 3.

Robotics Club Founder

Archbishop MacDonald Robotics Club

📅 May 2016 – Nov 2017

- Established the school's first robotics club to teach basic robotics and show the viability of a career in engineering.
- Secured 1000\$ funding and assembled custom course for a group of 20+ student over the course of the year.
- Utilized: C, S4A, Leadership Skills, Project Planning.

Submarine Design Project Lead

APEGA Science Olympics (Received 1st Place)

📅 Jan – Apr 2017

- Lead creation of team and submarine design.
- Developed communications/control system in C++.
- Created Gantt charts to track project completion.
- Utilized: IC chips, AVR Micro-controller, Radio RX/TX, SBUS data protocol, Leadership Skills.

Saturday Coding Camp Volunteer

DiscoverE

📅 Sept – Dec 2018

- Taught 30+ 4th grade students fundamentals of programming using scratch, design using Figma, and 3D modelling using Blender.
- Utilized: Public Speaking Skills, Figma, Blender.