

# Andrew Comminos

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## Education

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### University of British Columbia

*Bachelor of Science, Major in Computer Science (4th year)*

September 2013 - May 2018  
(expected)

- Cumulative GPA: A/4.00/86%, Major GPA: A+/4.33/90%
- Consistently ranked within top 15% of class in academic performance

## Experience

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### Amazon Web Services

*Software Development Engineer Intern*

May 2017 – July 2017

- Created a scalable Python backend for live aggregation and time series analysis of customer alerts for Amazon Macie
- Developed a dashboard in React.js to provide stakeholders a visualization of aggregated customer data and use patterns
- Built an intelligent alarm system integrated with AWS CloudWatch to report anomalous patterns in aggregate customer metrics, proactively identifying operational issues with the product

### Mozilla

*Platform Software Engineer Intern*

May 2016 – August 2016

May 2015 – August 2015

- Added support for scaling web content on high-DPI displays to Firefox for Linux, vastly improving rendering quality
- Implemented a WebGL extension for developers to measure and optimize the rendering performance of their games
- Identified, analyzed, and fixed complex OS-level issues encountered with OpenGL acceleration on Firefox for Linux
- Increased the performance of several HTML5 games by over 200% by implementing zero-copy blends via Direct2D
- Improved the stability, correctness, and testing of Firefox's GTK+3 toolkit backend to a production quality state

### Fullboar Creative Corp

*Mobile Software Developer Intern*

June 2011 – January 2015

(seasonal and part-time)

- Created native e-commerce clients on iOS and Android, querying RESTful APIs for restaurant order fulfillment
- Developed a significant portion of the iOS site safety app SiteDocs, utilizing MVC and object-oriented design principles
- Implemented a frontend for querying nodes and displaying results in the iOS client for PathTest, a network testing app

## Personal Projects

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### Plumble

[github.com/acomminos/Plumble](https://github.com/acomminos/Plumble)

- Decentralized voice and chat communications client for Android devices, written in Java and C
- Over 200,000 downloads and a 4.5 star rating on Google Play, with an active open-source community

### Quarke

[github.com/acomminos/quarke](https://github.com/acomminos/quarke)

- Multipass 3D engine written in C++ targeting OpenGL 3.3
- Uses modern real-time rendering techniques such as omni-directional shadow mapping and SSAO

### cvds

[github.com/acomminos/cvds](https://github.com/acomminos/cvds)

- Python computer vision library to identify and extract LCD displays in videos into source-like footage
- Detects, transforms, and enhances picture data from displays in real time using optical flow based heuristics

## Skills

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**Languages** C++ · C · Java · Go · Python · JavaScript · Objective-C · Haskell · Rust

**Platforms/Libraries** Linux · Android · OpenGL · AWS · GTK+ · Cairo · Cocoa Touch