

# Boris Fleysher

## Software Developer

Computer Scientist and Developer in Edmonton looking for Software Developer/Engineering jobs

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📍 Edmonton, Canada

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📞 (780) 240-8100

📖 [struckdown.github.io](https://struckdown.github.io)

🐙 [github.com/Struckdown](https://github.com/Struckdown)

## WORK EXPERIENCE

### IT Analyst II Alberta Health Services

05/2020 - Present

Edmonton, Canada

#### Achievements/Tasks

- Analyzed components of the Alberta Netcare Portal that are used by 50k+ medical professionals in the province of Alberta
- Identified weaknesses, user limitations, flaws, areas of improvement and related matters to improve the user experience
- Worked with BAs, Ops teams, DB teams and others to deliver regularly scheduled maintenance updates to Netcare/eReferrals
- Took on performance testing roles to build and improve upon bash and jmeter scripts, organized and ran various load tests spanning 25 machines and analyzed and presented test results as appropriate

### 3D Game Developer vrCave Inc

05/2019 - 04/2020

Edmonton, Canada

Creates immersive and interactive virtual reality escape rooms

#### Achievements/Tasks

- Developed features and tools for multiplayer VR escape rooms using Unreal Engine 4, Python, Trello, and Git through Agile practices
- Designed, maintained and wrote new systems, shaders, content and automation scripts while continuously iterating and testing
- Ported software to new systems such as the Oculus Quest

### Research Assistant University of Alberta

05/2018 - 08/2018

Edmonton, Canada

#### Achievements/Tasks

- Developed an automated text-based information extraction tool using Python for journal and article based corpora
- Initiated self-driven work on how to achieve overall objectives
- Attended weekly meetings to give progress updates

## PROJECTS

### SegFault - StarCraft 2 Bot (09/2018 - 12/2018)

- Designed and developed a StarCraft 2 bot using the official SC2 API in C++
- Team lead with 3 other programmers
- Bot competed in a tournament and got 2nd out of 10

## EDUCATION

### Bachelor of Computing Science with Specialization University of Alberta

09/2015 - 05/2019

3.6/4.0 GPA

#### Key Courses

- Advanced Games Programming
- Software Process and Product Management
- Software Quality
- Practical Methodology

## SKILLS

Coding/Scripting

Jira

C++

UE4

Python

SQL

Bash

Software development

Git

Agile

Teamwork

Debugging/Troubleshooting

Blueprints

## ACHIEVEMENTS

### Dean's Honor Roll, Faculty of Science, University of Alberta

Achieved overall 3.5+ GPA in academic years 2016-2019

### Jason Lang Scholarship (2016 - 2019)

Achieved 3.2 GPA based on an 80+% full course load

### International Baccalaureate Diploma

Awarded for completing the full IB diploma in High School

## CERTIFICATES

### Computer Game Development (09/2015 - 04/2019)

Certificate offered at the University of Alberta, which included taking at least 7 related courses

## VOLUNTEER WORK

### Undergraduate Association of Computing Science (05/2018 - 04/2019)

Senior Representative

### University of Alberta Games Den (09/2015 - Present)

Member

### Technical Theater, Lillian Osborne (09/2014 - 06/2015)

Assistant Stage Manager and General Stage Technician

### Edmonton Food Bank (09/2012 - 07/2013)

Volunteer

## LANGUAGES

English

Native or Bilingual Proficiency

Russian

Limited Working Proficiency

French

Elementary Proficiency

## INTERESTS

Software development

Gamedev

Tabletop games

Outdoors

Reading

Artificial Intelligence

Robotics

Community Involvement

Virtual Reality