

ELI WYNN

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🐙 github.com/eli-wynn

Education

University of Ottawa

Honours Bachelor of Science in Computer Science

Sep. 2021 – August 2025

Ottawa, Ontario

Dr. G.W. Williams Secondary School

Ontario Scholar, International Baccalaureate Diploma

Sep. 2017 – June 2021

Aurora, Ontario

Relevant Coursework

- Data Structures
- Algorithms Design
- Software Requirements
- Machine Learning
- Networking (TCP/IP)
- Database Management
- Real Time Systems
- Cryptography

Experience

Mavericks VFX

May 2022 – August 2024 (3 summer work terms)

DevOps Intern

Toronto, Ontario

- Worked extensively to design and implement a company knowledge base on Confluence for common issues and internal documentation. This effort has significantly reduced the time spent on handling routine inquiries and empowers IT support to direct users to relevant documents instead of having to provide explanations.
- Developed and executed a Python script designed to automate the onboarding process. The script automatically creates Atlassian, Google and Shotgrid accounts and assigns a workstation for the user to remote into using Terradici.
- Installed a new server within the server room. This initiative aimed to facilitate the utilization of virtual machines, in order to mitigate licensing issues with software which only works on the windows OS
- Collaborated with IT professionals to create a dashboard which monitored data from all company workstations and Azure servers. This program allows IT to quickly locate and address bottlenecks and issues in the rendering pipeline.
- Worked on the Helpdesk to provide technical support and troubleshooting to staff members. Helping with programs such as Nuke, Maya, Terradici, Unreal Engine, Linux workstations, and Adobe platforms, ensuring their smooth operation and productivity.
- Developed a Slackbot using python, to facilitate viewing company data and systems such as the render farm status. It increases security and convenience by not requiring the user to have access to the system.

AdaCore

January 2025 - April 2025

Software Engineer - Capstone Project

Ottawa, Ontario

- Developed a robust cross-platform ASCII Art Engine library in Ada with a clean API, enabling efficient manipulation of ASCII characters, colors, layers, and animations
- Published project components as Alire crates and showcased the project at the GNAT Academic Program (GAP) workshop, demonstrating technical expertise and contributing to the Ada ecosystem.
- Authored comprehensive documentation and usage examples for both the ASCII Art Engine library and IDE, improving accessibility for developers and end-users

Projects

Oiligarchy | C, Unity, Adobe, Photoshop

March 2023

- * Developed a game in 24 hours in Unity alongside two of my peers which won third place in the Hack-the-Hill Hackathon.
- * Players assume the role of an oil baron, striving to maximize oil harvest. Implemented a dynamic mechanic where each click on the oil button yields resources, allowing players to enhance production through various upgrades using in-game currency. Notably, the game incorporates custom-made pixel art in the background to visually depict the environmental impact, revealing the consequences of increased oil production on the virtual world.

Supervised Learning - Classification Task on Occupancy Data | Python

March 2025

- * Investigated a real-world binary classification problem
- * Evaluated the performance of multiple supervised learning algorithms: Logistic Regression, Random Forest, and Support Vector Machine (SVM). Selected the best-performing model based on precision, recall, and F1-score
- * Performed hyperparameter tuning using grid search and cross-validation for optimal model performance.

S-Box Encryption and Differential Cryptanalysis | Python

December 2024

- * Designed and implemented an S-box encryption algorithm and encrypted a message.
- * Exchanged encrypted messages with a partner and used differential cryptanalysis to decrypt the other persons message

Technical Skills

Languages: Python, Java, C, C++, HTML/CSS, JavaScript, SQL, Golang, ADA, Regex, Assembly

Developer Tools: VSCode, Eclipse, Google Cloud Platform, Android Studio, Unity, PostGres, MySQL

Technologies/Frameworks: Linux, Git, Sci-kit, React, NodeJS, MongoDB, Microsoft Azure, AWS