

DAWSON VO

WORK EXPERIENCE

CaseWare International Inc.

DevOps Engineer Intern – Jan 2022 – Aug 2022

- Spearheaded an initiative to develop a self-serve web app called IDP for internal teams to manage canary deployments of their client and backend applications.
- Developed comprehensive unit tests for IDP's front-end and backend using **Jest**, **Cypress** and **Golang**.
- Worked extensively with **GitHub Workflows** to combine two distinct pipelines for deploying client and backend apps which streamlined software architecture.
- Improved CI/CD pipeline automation by refactoring cleanup bash scripts for canary deployments resulting in a decrease of simultaneous resource usage by 40%.
- Worked in an agile team environment with to deliver features and products in a timely manner while providing regular updates in **Jira** and documentation in **Confluence**.

CaseWare International Inc.

DevOps Engineer Intern – May 2020 – Dec 2020

- Improved the team's efficiency by adding features and automating manual tasks via **Jenkins** and **Bamboo**, reducing build/test times for Simple Engagement, one of CaseWare's main products, by up to 40%.
- Led a project to implement monitoring and alerting systems to the **Bamboo CI/CD** system enabling the DevOps team to be proactive in addressing issues and anomalies.
- Worked extensively with **AWS** to set up build jobs to use **ECR**, **Secrets Manager** and **S3** buckets to easily rotate secrets and update product versioning.
- Used **API Gateway** and **Lambda** to develop webhooks that bridge external requests to CaseWare's internal network.
- Conducted research and testing on leveraging cloud computing (**AWS EC2**) to host critical build systems to enable dynamic scaling both vertically and horizontally.
- Coordinated with IT to migrate all **Bamboo** build agents to new upgraded hardware which further reduced build times and improved agent reliability.

PROJECTS

Instagram Grid Planner, July 2023

[Try it!](#)

Languages/Frameworks: HTML, JavaScript, CSS, Dropzone.js

- A mockup of **Instagram's** profile page that allows a user to preview how their feed would look when their images are cropped into a square grid.
- Uses the **Dropzone.js** library to implement drag and dropping images to increase ease of use when planning a profile.


Tower Defense Game, Dec 2021


[Source Code](#)


Languages/Frameworks: C++, OpenGL

- A simple tower defense game where all models are built manually using simple **OpenGL** shapes using **hierarchical modeling** concepts
- Built on a tick-based timing system to generate next game frame and calculate target collision detection, triggering death animation

CONTACT INFO

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EDUCATION

Bachelor of Science

Computer Science (B.Sc.)

Toronto Metropolitan University

| Formerly Ryerson University |

Sep 2018 – Apr 2023

CGPA: 4.03 (Dean's List)

Relevant Courses

Software Engineering

Web Systems

Data Structures & Algorithms

SKILLS

Languages

Java · Python

C · C# · Bash/Unix

HTML5/CSS3

JavaScript · Golang

Operating Systems

Windows · Ubuntu

Technologies

Git · GitHub Workflows

Amazon Web Service (AWS)

Angular · Node.js · MySQL

Helm · Terraform · Kubernetes

Docker · New Relic

Jenkins · Atlassian Suite

Microsoft Office Suite

Adobe Photoshop · Premiere Pro