

Dimitri Vahlas

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EDUCATION

Simon Fraser University

Bachelor of Science in Software Systems

Burnaby, BC

Jan 2025 – Expected graduation: May 2028

The University of British Columbia

Bachelor of Science in Combined Major in Science

Vancouver, BC

Sep 2023 – Dec 2024

TECHNICAL WORK EXPERIENCE

Software Engineer

Proctor & Gamble

May 2026

Toronto

Software Developer

ServiceNext Inc.

Feb 2025 – Feb 2026

Remote

- Took full ownership of modular React components, enhancing reusability and maintainability, and reducing code duplication by 40%.
- Integrated Stripe API for seamless payment processing, ensuring secure and efficient transactions.
- Developed backend API endpoints with Express.js integrated with the PostgreSQL database, enabling seamless data retrieval and improving API response time by 20%.
- Developed a Socket.IO-based WebSocket architecture supporting real-time chat, dynamic room assignment, and user queuing across the platform.

Web Application Developer

Quadratic Sound

Mar 2024 – May 2024

Remote

- Designed and implemented a responsive user interface using modern front-end technologies TypeScript and SvelteKit, achieving a 20% faster page load times using Tailwind CSS and Skeleton CSS.
- Integrated Pocketbase as the database, enabling real-time data storage and reducing data retrieval time by 30%.

PROJECTS

Notiva | Python, React, SQLite, Transformers.js

Mar 2025 – Mar 2025

- Built Notiva, an AI-powered note-taking and reminder app in under 8 hours using Python, React, FastAPI, and SQLite, demonstrating rapid full-stack development.
- Integrated Transformers.js to deliver client-side AI features such as summarization and keyword extraction directly in the browser.
- Developed a lightweight backend with FastAPI and RESTful endpoints to handle notes, reminders, and persistent local data storage via SQLite.

PremierPredict | Python, Streamlit, Scikit-learn, Pandas

Oct 2024 – Nov 2024

- Developed a Python-based Premier League match predictor in JupyterLab, achieving 65% accuracy, leveraging the Random Forest algorithm to analyze and predict match outcomes.
- Scraped and processed historical match data from the Premier League Stats website with BeautifulSoup and Pandas, enabling comprehensive model training.
- Developed an interactive web application using Streamlit, allowing users to compare the model's predictions to results from the 2024-2025 Premier League season.

MyMovies | Java, Swing, JSON, JUnit, OOP

Sep 2023 – Dec 2023

- Engineered a desktop application that enables users to track movies they wish to watch, as well as rate movies they've already seen, enhancing personal organization and movie discovery.
- Integrated JSON for persistent data storage, enabling users to save and load their movie lists between sessions.
- Implemented comprehensive unit tests with JUnit, ensuring high code quality and robustness throughout the application's development.

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, Java, C++, HTML, CSS

Frameworks: FastAPI, Node.js, Express.js, Svelte, SvelteKit, Streamlit, JUnit, Skeleton

Developer Tools: PostgreSQL, SQLite, Git, Docker, VS Code, JupyterLab, IntelliJ, Eclipse

Libraries: Transformers.js, Scikit-learn, Pandas, BeautifulSoup, Swing, React