Drea Esposito

Winnipeg, Manitoba, Canada • <u>esposita@myumanitoba.ca</u>

https://www.linkedin.com/in/drea-esposito • https://github.com/dreaesposito

EDUCATION

 Bachelor of Computer Science (Honours), University of Manitoba Minor in Mathematics, Degree GPA: 4.28/4.5 		Sep 2022 – present
I.H. Asper School of Business, University of ManitobaMajored in Finance		Sep 2018 – Apr 2022
SKILLS		
Programming Languages: Tools and Frameworks:	Java, C/C++, JavaScript, SQL, Python Vue.js, React (HTML/CSS), Spring, Next.js, Node.js, Postgres, PyTorch, Git, CMake	

EXPERIENCE

Software Developer Co-op

Agriculture and Agri-Food Canada

- Developing single-page applications using Vue.js and React, delivering fast, smooth, and interactive user experiences
- Building secure and scalable RESTful APIs using Grails to manage backend services, improving API response times and implementing multi-factor authentication to enhance security protocols
- Designing and maintaining Oracle database schemas for efficient data management, optimizing query performance and reducing data redundancy through normalization and efficient indexing

Lead Instructor

Vigier Hockey Development

- Coordinate and lead dynamic on-ice training sessions for 25+ players and coaches, creating a positive, highenergy environment that motivates athletes to push their limits and develop their skills
- Consult with players in personalized 1:1 sessions, offering motivational guidance and tailored strat egies to help them achieve both short and long-term development goals, fostering a positive and supportive environment

ACTIVITIES

Formula Electric SAE (Society of Automotive Engineers)

Software System Member

• Developed embedded C for STM Microcontrollers, responsible for developing and maintaining the software used to control the race car. Includes designing, coding, and debugging applications, as well as developing and testing software to ensure the car performs at highest efficiency

Calgary Hitmen (Western Hockey League)

Semi-professional Hockey Player

• Competed nationally in one of Canada's three NHL development leagues

PROJECTS

Simple VST3

- An ongoing open-source library of audio effect tools to aid in the music production process
- Developing high-performance C++ applications with intuitive GUIs and digital signal processing techniques, optimizing resource usage and minimizing latency, leading to improved real-time audio processing
- Currently exploring machine learning (ML) applications in sound processing by researching models to integrate, aiming to improve sound equalization tools

Winnipeg, MB, CAN

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Jan 2025 – May 2025

Winnipeg, MB, CAN

Jun 2020 – Jan 2025

Sep 2024 – present

Calgary, AB, CAN

Apr 2023 – present

Sep 2016 – Apr 2018