

# Niko Savas

niko@savas.ca

savas.ca

medium.com/@savas

ca.linkedin.com/in/nikosavas

github.com/taurheim

## Education

Bachelor of Software Engineering  
McMaster University  
3.4/4.0 CGPA

## Achievements

YHack 2015 – Top 8  
YHack 2014 – Top 8  
McMaster Ultimate – 2014 MVP  
McMaster Ultimate – Captain  
Competed 4 times at CUC

## Languages

C++14  
Javascript  
Python  
Java  
PHP  
C#  
Objective-C

## Professional Experience



### Microsoft Corporation | Software Engineer

September 2018 – Present

Internships: Summer 2017, 2016, 2015

- o Helped develop and test a platform to deliver dynamic content through the desktop Microsoft Office clients
- o Currently developing experiences to drive the engagement of millions of users

### A Thinking Ape | Software Engineer, Intern

January 2017 – April 2017

- o Dealt with ad analytics for all A Thinking Ape games
- o Wrote and optimized algorithms to process large amounts of ad analytics data (multithreading, mapreduce)
- o Re-architected the back end of the internal analytics processing system to speed up queries by ~3x



### Amazon | Software Engineer, Intern

September 2016 – December 2016

- o Migrated an existing financial account system to a managed workflow
- o Built an internal REST service to manage the workflow.
- o Wrote code in Java, using spring for dependency injection
- o Worked with AWS Elastic MapReduce and AWS Data Pipeline
- o The system I built currently manages a workflow run on all amazon financial transactions (millions per month)



## Projects

For a more complete list of my projects, please visit <http://savas.ca/projects>



crAlg is an AI that teaches itself how to play Super Mario Brothers for the NES, using evolving Neural Networks (neuroevolution). This project is open source on [GitHub](#), and I have written an indepth [blog post](#) explaining the neuroevolution algorithms used.



LastWave is a data visualization web app that uses data from the last.fm API to make a wave graph of listening history by artist over time. The app uses algorithms to place text on the wave graph and allows exporting to SVG, imgur, and social media. LastWave was written in Javascript and PHP using jQuery and d3.js. Check it out at <http://savas.ca/lastwave>.



I am currently building an Entity-Component-System game engine from scratch using C++. I am writing blog posts that cover everything from architectural design to programming decisions on my [blog](#).