ALEXANDER YEARA

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WORK EXPERIENCE

Software Engineer, Security

Microsoft

August 2021 - Present

Product: Microsoft Whiteboard

- Improved security posture by developing STRIDE threat models, conducting security reviews, and triaging and mitigating vulnerabilities. Delivered a presentation to 40 colleagues on security and compliance efforts
- Engaged with stakeholders to implement core features for Surface Hub and Teams Rooms devices, utilizing React,
 TypeScript, Swift, and C#
- · Implemented bug fixes, hotfixes, and unit tests for user interfaces and API service functionalities
- Engaged with clients and other teams to investigate and resolve highly critical incidents as an on-call engineer
- Improved incident resolution by creating troubleshooting guides for critical failures and implementing telemetry dashboards for monitoring

Front-End Software Engineer, Security

AudienceView

November 2019 - August 2021

Product: AudienceView Unlimited

- Led the development of scalable solutions against OWASP Top 10 vulnerabilities, optimized ZAP scans, and enhanced secure coding standards in compliance with PCI DSS requirements
- Developed an event management UI using JavaScript and Bootstrap to facilitate ticket sales across 1000+ venues per year
- Co-led feature developments to align with WCAG web accessibility guidelines, resulting in a 40% increase in user accessibility
- Created factory patterns for HTML tables and modals that provided responsive, accessible, and cross-browser capabilities; increased productivity by approximately 20%

Undergraduate Teaching Assistant

University of Toronto

January 2019 - January 2020

- Taught Introduction to Programming, Introduction to Computer Science, and Theory of Computation to a class size of 40
- · Formulated problems for tutorial sessions, assignments, and examinations
- Helped students succeed in their courses by teaching learning techniques and problem-solving strategies

Full-Stack Software Developer

StrataPrime

May 2018 - August 2018

Product: Availability Tracker

- Solely developed a web application using JavaScript and Cloud SQL that allows managers to track IT support service availability within Google Workspace; utilized Google Cloud Platform for deployment
- · Performed IT hardware setups, implemented security configurations, and onboarded clients to the Google Cloud

SOFTWARE PROJECTS

- **Graphics Editor**: Led a team of five students in developing a Java program, implementing the base architecture using design patterns and object-oriented programming
- 2D Web Shooter Game: Led the agile development of a multiplayer browser game by designing the architecture and implementing gameplay physics; achieved a perfect score of 100% in the course due to exceptional leadership
- Multiplayer Card Game: Solely developed an online multiplayer card game with authentication, matchmaking, and real-time gameplay using React, MongoDB, Node.js, Express, and Socket.IO

EDUCATION

Mississauga, CA University of Toronto

November 2019

- · Honours Bachelor of Science in Computer Science, Mathematics, and Chemistry
- Relevant Coursework: Software Design, Systems Programming, Algorithms & Data Structures, Information Security, Software Engineering, Web Development
- · Security Certifications: Certified Bug Bounty Hunter (Hack The Box)

TECHNICAL SKILLS

- · Languages: Java, Python, Bash, JavaScript (ES6), TypeScript, HTML, CSS, ASP Classic, C#, MQL, SQL, KQL, Sass, UML
- Frameworks and Libraries: React, Jest, Bootstrap, jQuery, Node.js, Express, Socket.IO, Flask, AngularJS, JUnit
- Databases: MongoDB, PostgreSQL, SQLite, MySQL, Cloud SQL
- · Cloud Services: Microsoft Azure, Google Cloud
- Development Tools and Methodologies: Git, Agile, Scrum, Jira, Kanban, Jenkins, npm
- Security Tools and Methodologies: Burp Suite, OWASP ZAP, Microsoft Threat Modeling Tool, STRIDE, Wireshark, Metasploit, SQLMap, Nessus