


ROMAN HUTS

Software Engineer who loves climbing mountains, riding motorcycles, and continuously improving at learning.

 github.com/rhuts

 linkedin.com/in/romanh


 romanhuts.com

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EXPERIENCE

Software Development Engineer 2




 2020 - 2022

 Markham, ON

- Implemented hardware accelerated features for Pre-Analysis and Pre-Processing components of the Advanced Media Framework (AMF) SDK. [GPUOpen/AMF \(GitHub\)](#)
- Responsible for resolving and responding to external developer issues as well as preparing releases for the AMF SDK.
- Interviewed candidates and screened resumes for Co-op positions.
- Mentored and helped assign tasks to multiple Co-ops.
- Speaker at 'Former Co-op' eSpeakers Panel & Q&A for new Co-op orientation week.

Software Developer Intern




 2018 - 2019

 Markham, ON

- Fixed bugs for AMF and LiquidVR SDKs such as eGPU support for LVR samples.
- Responsible for training and assigning tasks to 4 month Co-ops and new PEY.
- Implemented game engine integrations such as FreeSync2 HDR into Unreal Engine 4.
- Added new features to RoomAcousticQT sample demonstrating Real Time Queues for the True Audio Next library. [GPUOpen/TAN \(GitHub\)](#)
- Responsible for Jenkins automation server.

IT HelpDesk Intern




 2017 - 2018

 Mississauga, ON

- Developed tool using PowerShell and XAML to automate Active Directory setup for new hires.
- Improved Windows upgrade project tracking by writing SQL queries to accurately report progress.
- Improved software deployment by creating process flow diagram though team collaboration and end-user input.

Teaching Assistant



 2017 - 2017

 Mississauga, ON

- CSC108H5F Introduction to Programming (Professor Andrew Petersen, Professor Vincent Maccio, Instructor Samir Hamdi).

EDUCATION

Honors Bachelor of Science with Distinction

[University of Toronto, Canada](#)

Computer Science Specialist + Internship

 2015 - 2020 | * / 4.0 cGPA

SKILLS

Programming

[C++](#) [Python](#) [Solidity](#) [C](#) [Bash](#)

[JavaScript](#) [SQL](#) [HTML](#) [CSS](#)

Computer Graphics

[OpenCL](#) [DirectX11](#) [Vulkan](#)

Tools

[Visual Studio 2022](#) [VS Code](#) [Git](#)

[Perforce](#) [JIRA](#) [Confluence](#) [GPUView](#)

Operating Systems

[Linux](#) [Windows](#)

Awards

- Spotlight award for role in version control system migration (AMD 2021).
- Recognized for outstanding Co-op Mentorship (AMD 2021).
- Submitted to Innovation Showcase for Shader Optimization Benchmark Tool (AMD 2021).

Business Projects

Licensing Lead Generation for Live and General Music Use

- Lead team development of cross platform app for generating non-confrontational leads.
- Pitched to multiple leaders in the music industry space such as BMAT USA and Dataclef (subsidiary of SOCAN). [MVP Tech Demo](#)

Phone Provisioning Automation Tool

- Developed phone provisioning tool for IMAX, in collaboration with Masergy's REST based user provisioning API beta program.
- In use at Los Angeles and Mississauga offices.