ANDREJA JAPUNDZIC

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TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R, FOCUS, JCL, YAML, Latex
Frameworks/Libraries: React, Node.js, Flask, WordPress, PySpark, NumPy, Selenium, Bootstrap, Tailwind CSS
Developer Tools: Git, VS Code, AWS Amplify, PyCharm, IntelliJ, Android Studio, PowerShell, Figma, Jira, DBeaver
Platforms/DBs: IBM Mainframe, RedHat, Ubuntu, Unix, AIX, Windows, DB2
Soft Skills: Quick learner, strong comprehension, analytical thinking, leadership, communication, teamwork

EXPERIENCE

Software Developer Intern   Jan. 2025 – May 2025
Royal Bank of Canada (RBC)   *Toronto, ON*
- Led the migration of legacy **FOCUS** code to **Python** (PySpark library) using **artificial intelligence** (Nova Migration Tool), modernizing the jobs and ensuring future sustainability
- Optimized and refined **AI-generated Python scripts**, manually updating code to fix bugs and improve efficiency
- Executed and tested Python jobs on **Mainframe via JCL**, improving output accuracy to 100%
- Integrated **Python with DB2**, designing and executing complex **SQL queries** to extract and analyze large datasets
- Optimized deployment following the **DevOps pipeline** ensuring high code quality and consistent system uptimes

Software Developer Intern (Systems Administrator)   Jan. 2024 – May 2024
IBM   *Toronto, ON*
- **Collaborated with a diverse team** through **daily scrums** to understand and navigate complex systems
- Assisted team in the annual **Deloitte Audit**, ensuring compliance and operational integrity
- Managed diverse responsibilities such as resolving **Jira tickets, backup validation, and VM validation on VMWare platforms** which greatly increased system reliability
- Administered various operating systems including **AIX, RedHat, and multiple Windows configurations** leading to 99% system uptimes

Software Developer Intern (Site Reliability Engineer)   Jan. 2023 – May 2023
Royal Bank of Canada (RBC)   *Toronto, ON*
- Built a universal automation using **Ansible** and batch scripts for the installation and setup of the **Splunk Universal Forwarder** on **RedHat Linux, AIX, and Windows servers**. This greatly improved the server setup process and allowed for the new servers to be setup quickly and efficiently
- Automated the process of checking for a "lock" in the **DB2 database** and alerting the appropriate team using **Ansible**, resulting in the daily task being eliminated, saving 2 hours of employee time
- Developed unique tests of systems using **Selenium API and Python**, resulting in the verification of the systems
- Wrote **detailed documentation** and presented in **knowledge transfer** meetings to support automations, resulting in an efficient and effective deployment

EDUCATION

University of Waterloo & Wilfrid Laurier University   Sept. 2021 – Aug. 2026
Computer Science (BCS) & Business Administration (BBA) (Double-Degree) | 83% CGPA   *Waterloo, ON*
- Data Structures & Algorithms, OOP, Operating Systems, Compilers, Optimization, Probability/Statistics
- Awards: President's Gold Scholarship, Toronto Marathon Finisher, 4x Intramural Champion
- Interests/Activities: Consulting Competition Semi-Finalist, Fitness, Running, Basketball, Films, Music/Vinyls

PROJECTS

MENT | *JavaScript, React, HTML/CSS, Bootstrap, Tailwind CSS, AWS Amplify, Flask*   May 2024 – Aug. 2024
- Developed a **React-based webapp** and a backend powered by **AWS Amplify** and **Flask** with 100+ active users
- Integrated **Amazon Cognito** for secure user authentication and AWS services such as **AppSync** for data management and **S3** for file storage, ensuring comprehensive feature implementation
- Engineered a **sophisticated matchmaking algorithm** using a **Python Flask API**, enhancing user interaction by facilitating personalized matches based on preferences, ensuring 95% match satisfaction
- Produced **comprehensive documentation** and utilized a **GIT repository** for version control

Chess (With Automation) | *C++, UML, XWindows, XLib, VSCode*   Jan. 2023 – April 2023
- Conceptualized **MVC Architecture and observer/decorator design patterns** to automate players with 4 intelligence levels
- Integrated **XWindows graphics**, visualizing movements of pieces with commands, reducing user errors by 60%