

# Oskar Blackbird

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## TECHNICAL SKILLS

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**Languages:** C# (.NET), Java, Python, C++, HTML/CSS, JavaScript, TypeScript, Lua, SQL  
**Frameworks:** Node.js, Supabase, JNI, discord.js, pandas, LuaJ, NumPy, PyTorch, AWS  
**Developer Tools:** Git, GitHub, GitLab, VS Code, Visual Studio, Rider, IntelliJ IDEA, Eclipse, IDA

## EDUCATION

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**University of Waterloo** Waterloo, ON  
*Bachelor of Engineering in Software Engineering* *September 2025 – Present*

## EXPERIENCE

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**Frontend Software Engineer** September 2025 - December 2025  
*Hands AI* *Remote*

- Worked on an AI powered app that can find and store recipes from online sources
- Implemented front-end features using react.js and other frameworks to create solutions
- Team environment using services such as GitHub issues and slack to communicate needs and things to be done

**UI Developer** February 2022 - April 2022  
*Flux Client* *Remote*

- Worked on a Minecraft mod client with 1000+ users that brought in paid revenue
- Coded using OpenGL in Java to create innovative user interface features and graphics
- Implemented features such as GLSL shaders, gaussian blur, custom font rendering, and a UI component system

**Crew Member** August 2023 - August 2024  
*Chipotle Mexican Grill* *Seattle, WA*

- Worked with a team in a fast paced environment to ensure a smooth operation and efficiency.
- Learned to maintain quality relations with customers and understand their communication

**Volunteer** December 2024 - May 2025  
*University District Food Bank* *Seattle, WA*

- Volunteered as a staff member at the food bank, helping out with various tasks in the facilities including stocking foods, sorting items, and helping visitors find what they need
- Worked with a team and learned how to effectively share tasks to work towards an ultimate goal

## PROJECTS

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**Scribe** | *Python, discord.py, google-translate-python* October 2021 – December 2021

- Developed a discord bot that integrated Google Cloud Translate API to translate messages between users
- Created a command system for users to translate messages to target languages to allow communication with people in other countries
- Implemented asynchronous event handling to efficiently handle messages and actions by users

**River** | *Python, C++, CMake* January 2026

- Developed a C++ Monte Carlo engine for computing poker hand equity, optimized for performance and extensibility.
- Created Python bindings with pybind11, enabling seamless integration with Python for equity and expected value (EV) calculations.
- Built a Python package and CLI interface to simulate hands, calculate EV, and provide reproducible analysis for poker strategy.

**Battleship Player** | *Java* May 2024 – June 2024

- Developed a Battleship game player for AP Computer Science course in Java to compete against other student's programs and run using a provided game program
- Implemented programming and mathematical principles such as a probability matrix, backtracking, and recursion

**oskarblackbird.dev** | *HTML/CSS, JavaScript, GitHub API* August 2025 – Present

- Developed a personal website hosted through GitHub pages to showcase projects, education, skills, and experience
- Implemented JavaScript UI features to create a smooth user experience
- Used GitHub API to load projects into website interface