

Fitsum Tadesse

☎ 226-505-2981 ✉ fitsum19@gmail.com 🌐 🔄 🌐

EDUCATION

University of British Columbia

BASc, Chemical and Biological Engineering

Completed December 2024

Vancouver, BC

PROFESSIONAL EXPERIENCE

Collings Johnston Inc.

Analyst

Aug 2025 – Present

Vancouver, BC

- Quantified cost and schedule uncertainty for BC Ferries' Island Class electrification program through Monte Carlo simulation; sized P50/P80 contingency, ranked risk drivers, and presented mitigation directly to the client.
- Built an automated system to extract decisions, risks, and commitments from 900+ project records, cutting expected effort by two-thirds, saving the client \$20,000+, and securing a one-year contract extension worth \$100,000+.
- Coordinated owner-side design reviews across five engineering disciplines, aligning consultants and operators on requirements, dependencies, and approval decisions.

TC Energy, Liquids Operations

Engineering Intern

Sept 2022 – Sept 2023

Calgary, AB

- Diagnosed recurring equipment failures using Python telemetry analysis across 100+ Keystone pumps; partnered with engineers and field operators to revise control strategies and operating procedures.

GAMING

- Earned Radiant in VALORANT every year since Episode 2; competed on UBC's varsity roster, with 4,000+ ranked VALORANT hours and 10,000+ hours across tactical FPS games.
- Founded and ran a 200+ member tactical-FPS Discord community, organizing coaching sessions and community events.

PROJECTS

WinCon | *VALORANT scouting and competitive analysis*

2026

- Engineered a scouting console on GRID esports data, reconstructing VCT round histories to report pistol conversion, attack/defense performance, and team win conditions through interactive reports.
- Modeled map-side advantages, closing ability, and player-performance dependence using Beta-Binomial estimates with credible intervals and ridge logistic regression, exposing uncertainty alongside competitive performance estimates.

tick-rate | *Gaming identity and progression platform*

Jan 2026 – Present

- Architected and shipped a full-stack gaming-identity platform that unifies 12 provider ecosystems into one player record, with a typed provider registry, OAuth/OpenID account linking, encrypted credential storage, evidence ingestion, and row-level authorization.
- Designed the canonical game-and-evidence model underpinning profiles, libraries, game pages, reviews, lists, journals, and progression; reconciled provider aliases into durable records and derived eight-tier player archetypes from auditable evidence rather than self-reported claims.

GCR Engine | *Cross-game rating research*

2026

- Developed a rating engine combining item-response modeling and confidence-aware aggregation; evaluated calibration and ability recovery on 986 simulated profiles, with a Python research pipeline and Rust inference verified against reference outputs.

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, SQL, Rust, C++

Front & Backend: React, Next.js, HTML, CSS, Node.js, PostgreSQL, REST APIs, OAuth/OpenID

Tools & Infrastructure: Git, GitHub, Vercel, Docker

Analysis: Monte Carlo simulation, Bayesian modeling, regression, sensitivity analysis, @RISK