Alex Robert Allistar Wood

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Languages and Technologies

Programming Languages: C++, C, C#, Java, JavaScript, SQL

Web Development: HTML, CSS, jQuery, Bootstrap, AngularJS, ASP.NET

Tools: Visual Studio, Android Studio, Git, GDB, Valgrind, Photoshop, GIMP, Blender

Education

University of Waterloo — Waterloo, ON

Bachelor of Computer Science — 2012-2016

- Honours computer science graduate (with distinction) with GPA of 3.47 / 4
- Term Dean's Honours List, Fall 2015
- Received University of Waterloo's President Scholarship, Sept 2012
- Completed courses include Algorithms, User Interfaces, Data Structures

Employment

AuctionOne — Brantford, ON

Software Developer — 2016-2017

- Designed and implemented a scalable web platform AuctionOne in ASP.NET with AuctionWorx 3.1
- Responsible for organizing and managing listings for the AuctionOne project
- Maintained online advertisement campaigns

Projects

Unity Game — 2017 - Present

- Experimented with game design using the Unity engine with C# and 3D modeling, animation and texturing using Blender and Photoshop
- Implemented various 2D and 3D graphics shaders, a JSON inventory system and an object placement system

OpenGL Graphics Demo — Dec 2015

- Implemented various graphics techniques including directional and point lighting, shadows, view frustum culling and environment maps
- Developed using C++ and OpenGL as a non-photorealistic rendering final project for the computer graphics class at the University of Waterloo

User Interfaces — Jan 2015 – Apr 2015

- Developed four front-end web applications including a fitness tracker, image rating application, affine transform graphic demo, and social media application all utilizing the Model-View-Controller paradigm
- Created using HTML, JavaScript, CSS and Bootstrap for the user interfaces class at the University of Waterloo

Dungeon Crawler 3000 — Dec 2013

- Co-developed a command-line game in two weeks as a final project for the object-oriented software development class at the University of Waterloo
- Designed using UML and implemented using C++ along with Valgrind and GDB debugging tools