

Alex 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

Tim Hortons

Brantford, ON

Restaurant Team Member

2019 - Present

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

Android Weather App

Dec 2018 - Jan 2019

- Designed a weather application using Android Studio, Java and the OpenWeatherMap RESTful API
- Utilizes responsive design and periodically and asynchronously loads new weather data
- Various customizable user preferences

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