Alex Robert Allistar Wood

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Languages and Technologies

Programming Languages: C, C++, JavaScript, MySQL, Scheme, Java, ActionScript 3

Web Development: HTML, CSS, JavaScript, jQuery

Tools: Visual 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
- Term Dean's Honours List, Fall 2015
- Received University of Waterloo's President Scholarship, Sept 2012
- Completed courses include Algorithms, User Interfaces, Data Structures
- GPA: 3.47 / 4

Projects

OpenGL Game   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.

User Interfaces   Jan 2015 – Apr 2015

Developed four front-end web application including a fitness tracker, image rating application, affine transform graphic demo, and social media application all employing the Model-View-Controller paradigm using HTML, CSS and JavaScript.

Dungeon Crawler 3000   Dec 2013

Command line game co-developed in two weeks with one other Waterloo computer science student as a final project for the Object-Oriented Programming class. First laid out using the Unified Modeling Language, and then implemented using C++. Utilized Valgrind and GDB debugging tools.

Triangular   2010

2D "Shoot 'em Up" browser-based flash game developed using ActionScript 3.