

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

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

Education

University of Waterloo

200 University Ave W, 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

105 Colborne St W, Brantford, ON

Website Design / Item Lister

2016-2017

- Design, maintenance and administration of the AuctionOne website using ASP.NET with AuctionWorx 3.1
- Organizing shipments of goods and listing them on the AuctionOne website
- Managing online advertisement campaigns

Projects

Unity Game

2017 - Present

Experimented with game design using the Unity engine with C#, as well as 3D modeling, animating, 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 application including a fitness tracker, image rating application, affine transform graphic demo, and social media application all employing 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. First laid out using the Unified Modeling Language and then implemented using C++. Utilized Valgrind and GDB debugging tools.