

ANDREW GRAY

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EDUCATION

Queen's University

Kingston, ON

Bachelor of Engineering (Applied Mathematics and Computing)

Sept 2017 - Present

- Principal's Scholarship, Dean's Scholar
- Queen's Network Security Team, Queen's Web Development Club team member
- Hackference 2017 competitor
- Relevant coursework: Functional Programming, Data Structures, Digital Systems, Applied Math
- 4.06/4.30 GPA

WORK EXPERIENCE

World Vision Canada

Mississauga, ON

Technology Research and Development Intern

May - Aug 2018

- Researched technologies World Vision could incorporate and developed appropriate prototypes
- Developed various Augmented Reality (AR) applications and prototypes in Unity3D using Vuforia API, Snap Inc's Lens Studio software, and Facebook's AR Studio software
- Developed arcade-style game using Unity3D and Leap Motion APIs and hand-motion sensor
- Worked with marketing innovation team to optimize the delivery of donor engagement methods
- Learned about Agile methodologies and participated in daily standups

SKILLS

Programming Java • Swift • C • SQL

Web HTML • CSS • JavaScript (jQuery) • PHP/MySQL

Other MATLAB • Unity/C# • Microsoft Office

PROJECTS

D&D CMS

Aug 2018 - Present

- Developing a multi-user web app to manage Dungeons and Dragons player character info
- Learning about PHP/MySQL and database design concepts and fundamentals

iOS Workout App

Jan - Apr 2018

- Worked in team of 5 to develop a 7-minute iOS workout app for physiotherapy company MelioGuide
- Utilized Swift and Xcode IDE, implemented MVC design pattern, persisted user data using Core Data

Mousesweeper

May - June 2017

- Developed Minesweeper variant in a small team using Java and Netbeans IDE
- Incorporated OOP design principles and utilized SDLC project planning methodology

Quandary

Winter 2017

- Designed and developed iOS rebus puzzle game in Swift/Xcode and released to Apple's App Store
- Learned about UI/UX design and considerations, iOS development, and application deployment