

ANDREW GRAY

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EDUCATION

Queen's University

Kingston, ON

Bachelor of Engineering (Mathematics and Engineering; Computing)

Sept 2017 - Present

- Principal's Scholarship, Dean's Scholar
- Hackference 2017 competitor
- 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 several engagement tools for Snapchat's AR platform using Lens Studio; videogame using Leap Motion sensors and Unity game engine
- Supported general team operations (website development, project organization, other)
- Co-ordinated engagement methods and products with Marketing Innovation team to optimize engagement delivery
- Learned about Agile methodologies and participated in daily standups

SKILLS

Programming Java • Swift • C • Bash • SQL

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

Other MATLAB • Unity/C# • Microsoft Office

PROJECTS

D&D CMS

Aug 2018 - Present

- Developing a web app to manage Dungeons and Dragons character info
- Learning about PHP/MySQL and database design 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

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 App Store Feb 2017

