ANDREW GRAY

103 Pine Ridge Drive, Guelph, ON • ndrwgr@gmail.com • ndrwgr.com

EDUCATION

Queen's University   **Kingston, ON**

Bachelor of Engineering (Mathematics and Engineering; Computing)   *Sept 2017 - Present*

- Principal's Scholarship, Dean's Scholar
- Hackference 2017, 2018 competitor
- Queen's Machine Intelligence & Neuroevolution Design (QMIND) team member
- Queen's Network Security Team member
- 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.

SKILLS

Programming Java • C/C++ • Swift • Bash • SQL
Web   HTML • CSS • JavaScript (jQuery) • PHP/MySQL
Other   MATLAB • Unity/C# • Microsoft Office

PROJECTS

D&D CMS   *Aug 2018 - Present*

Developed a website to manage Dungeons and Dragons character info

- Learned about PHP/MySQL and database design and fundamentals
- Working on implementing sub-admin users (Dungeon Masters) who have

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 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