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 Robomasters, Queen's Web Development Club, Intramural Basketball
- Hackference 2017 competitor
- 4.08/4.30 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 • Python • SQL
Web   HTML • CSS/SASS • JavaScript (React, Node, jQuery) • PHP/MySQL
Other   MATLAB • Unity/C# • Microsoft Office

PROJECTS

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

Quandary
- 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