Adrien Pringle

2A computer engineering co-op student at the University of Waterloo

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Summary of Qualifications

- 4 years experience in Javascript, Python, Java. Additional experience in Swift, C++, Arduino
- Experience using React, Redux, Firebase, Node.js and Heroku to make responsive web apps
- Data handling experience in MySQL, Firestore, and Salesforce

- Mobile development using React Native
- Agile development experience using Jira, Git
- API testing and visualisation with Postman
- Graphic design skills in Figma, Adobe Photoshop, Illustrator and Inkscape
- Native French speaker

Work Experience

Junior Full Stack Developer - Newtopia - *Toronto (work from home)*   *September 2020 - December 2020*

- Structured the navigation functionality of Newtopia's client facing health tracking app, using React Native Router Flux to produce an intuitive user experience
- Designed a real time update system for in-house data processing tools implementing the Salesforce streaming API, drastically improving data specialists' productivity
- Created Apex REST methods to expose heath coaching information for the mobile app, writing efficient queries to minimise response times, which was tested using Postman
- Demonstrated creative problem solving while proactively searching for and fixing unexpected edge cases

Database Developer - Bike Energy Lab - *Hong Kong*   *March 2020 - May 2020*

- Designed the architecture for a MySQL database to store anthropometric data of customers
- Wrote Python scripts with Pandas to automate the migration of data for over 500 customers from Excel files
- Developed a user-friendly web app to enable quick data visualisation and manipulation, with a backend built using Node.js
- Applied statistical methods to analyse population data and automate customer-product matching

Projects

Game Development Club President   *September 2017 - August 2019*

- Took initiative to found and run the club out of a passion for playing and designing video games, successfully acting as president for 2 years and ensuring its longevity after my graduation
- Displayed management and collaboration skills as lead developer of a 12 member team to complete a video game inspired by chess
- Developed competency in game design, version control in a team setting, and web development

Trashbot - Smart Recycling/Garbage Can   *July 2017 - November 2018*

- Worked in a small team to add trash detection and data collection functionality to a smart garbage can.
- Wrote tutorials for Arduino programming and other related technologies, enabling new members to be productive
- Used diverse tools including Arduino boards and Raspberry Pis interfacing with WIFI modules, RFID readers, and cameras

Trashmaran - Harbour Cleanup Robot (Innovation Week Project)   *November 2018*

- Demonstrated effective teamwork and organisational skills by completing a succeeful prototype under a stressful 3 day timeline
- Safely operated machinery including circular saws, bandsaws, and a drill press, and gained experience soldering

Warp Duels - Solo Developed Game on OSX   *October 2016 - February 2017*

- Self taught Swift, and improved on UI/graphic design skills to create a polished user experience