Dylan Weicker

Skills

Web	HTML5, CSS3, JavaScript, TypeScript, jQuery, Angular2, Node.js, Jasmine, Karma, REST APIs
Languages	Java, C#, C++, C, SQL, PHP, Haskell, Racket, Prolog, Python, Visual Basic, WebGL
Tools	Visual Studio, GitHub, Unity, Oracle, Firebase, PowerShell, Android Studio, Arduino
Processes	Agile, Test-Driven Development, OO Design

Contact

(604) 323-4232

dylanweicker@gmail.com

https://dylanweicker.github.io

201-1345 W 4th Ave, Vancouver

Professional Experience

Website Developer | GGI Platform | May 2018 - June 2018

- Created a complete, responsive, mobile-friendly website with attractive full-page layouts from start to finish, using Twitter Bootstrap, JavaScript, and PHP.
- https://GGIPlatform.ca

Teacher Assistant | University of British Columbia | September 2017 – Decemeber 2017

- Aided the students of a software engineering course from start to finish in creating a TypeScript application which stored, retrieved and filtered data
- Facilitated discussion between project partners to assess student understanding and solve any partner conflicts

Web App Developer | Mazdis Innovations | May 2017 – Aug 2017

- Implemented new features and components in an Angular2 web app that allows users to make reservations at an automated bike parking station
- Minimized bugs in this web app by creating a suite of Karma and Jasmine unit tests, manually debugging, refactoring code, eliminating code smells, and improving existing services.
- Facilitated whiteboard meetings to collaboratively design our user interfaces and software architecture.
- Performed management duties such as leading job interviews, training/on-boarding new employees, and creating tasks, goals and priorities for my team

Software Engineer in Test / QA Engineer | Vision Critical | Sep 2015 – Aug 2016

- Prevented code regressions and maintained over 90% code coverage on our REST APIs by implementing automated end-to end, integration, and unit tests
- Ensured user interfaces were reactive, consistent, accessible, and intuitive by manually testing them across different browsers and devices
- Improved efficiency of manual tests by developing a suite of visual tools in Windows Forms that allowed testers and developers to quickly make calls on our REST API

Education

B.Sc Computer Science | University of British Columbia | Sep 2013 – June 2018

- Achieved an A average (80.2%) amongst all courses

Personal Projects

Tower Building Game | Spring 2017

- Developed a simple two-player strategy game using HTML5's canvas element and JavaScript

HTML5 Clue Game | Winter 2016

- Recreated a fantastical version of Hasbro's classic board game Clue using the HTML5 canvas
- Developed artificially intelligent opponents who could expand their knowledge base by making logical accusations and rationally navigate the gameboard using the A* search algorithm.

Pathfinder Character Creator | Fall 2016

- Designed a web app with an intuitive UI using HTML, CSS, and JavaScript to simplify the process of making a Pathfinder character for new players. It keeps track of the user's customization choices and display relevant information and options to the user

Academic Projects

Arduino Maze Runner | Spring 2018

- Built a motorized robot with an Arduino Uno board
- Designed an artificial intelligence program in C to allow the robot to successfully navigate a maze

3D Coin Collecting Web Game | Winter 2017

- Implemented a 3D coin collecting game in WebGL, which used ray tracing and normal mapping to produce dynamic shadows, and a skybox to emulate a realistic setting

InsightUBC, A Node.js Data Querying Web App | Spring 2017

- Implemented an SQL-like data query language to allow users to search a dataset based on various criteria
- Collaborated with a partner to create the front and back end of a web app, which relied on promises to make asynchronous calls to files and REST APIs.
- Devised unit tests to prevent regressions in expected behavior as the project's specifications changed over the course of the term

Interests

- Artificial intelligence, game design, web development, UI design, teaching/learning, social equality, LGBT+ activism, ethical veganism, yoga, computer and tabletop games, entertainment, pop music, cats