# **Austin Bray**

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# **Software Engineer**

## Education

### 2023-Present

McMaster University, 1280 Main St W, Hamilton, ON L8S 4L8

### **Bachelor of Applied Science in (Honours) Computer Science**

- Enrolled in two fundamental programming courses in **Python** and **Elm**
- Awarded the McMaster University Award of Excellence upon admission

### 2019-2023

Danforth Collegiate Technical Institute, 800 Greenwood Ave, Toronto, ON M4J 4B7

### **Ontario Secondary School Diploma**

Helped lead and organize two separate technology based clubs with a total of over 100 members

# Work Experience

#### 2021-Present

Tumblewire Inc. 18 King St E Suite 1400, Toronto, ON M5C 1C4

### Part-Time Software Developer and Consultant

- Built a **role based testing** technology service to **asynchronously test** authorization on over **200 pages** at once using an **API based service** on the **MERN stack**.
- Improved testing speeds by over 300% from the previous benchmarks

### 2023-Present

McMaster University, 1280 Main St W, Hamilton, ON L8S 4L8

#### Part-Time Residence Ambassador

- Worked in a large team of ambassador's to help advertise McMaster's residence buildings

# Skills

- Multiple years experience working in C#, Javascript, Typescript, and C++
- Learning and improving at Webflow and Rust
- Multiple years experience using **Git** and **Github** to host and manage projects
- Enrolled in university courses in Python and Elm
- Demonstrated co-operative skills through multiple group coding projects in university courses

# Volunteer Experience

2021-2023

Chess In the Library, Markham, Ontario

#### Senior Executive Webmaster

- Used the Wordpress platform to market and advertise online chess tournaments to dozens of players
- Helped recruit and train three other web developers

# Awards and Certifications

- Executive of the coding club, and co-captain of a VEX robotics team in highschool
- Top 25% for three straight years in the Canadian Computing Competition using C++
- Certified by LinkedIn and CodinGame for my skills in C#

# Personal Projects

- Built and published a mobile game for Android using the Unity Game Engine and C#
- Built and maintained multiple windows based applications using Rust (Tauri) and WinForms (C#)
- Built multiple sites using the MERN stack with both Typescript and Javascript