

BRAEDAN CHAPPEL

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SKILLS

Languages: C/C++, C#, Java, Python, HTML5, JavaScript, CSS3, 68K Assembly, SQL, Swift

Tools: Visual Studio, VScode, GCC, GDB, Unity Game Engine, GitLab/Hub, Windows, MacOS, Linux

Professional Skills: Excellent problem-solving skills, articulate communicator, strong work ethic

PERSONAL PROJECTS

Mancala Game (Nov. – Dec. 2023)

Formulated a GUI rendition of the 'mancala' board game in Java, architected around object-oriented principles of abstraction, serialization, and interfacing.

Hapax Legomena Finder (Sept. 2023)

Constructed a C-based utility employing data structures, notably linked lists, to identify the 'Hapax Legomena' within a specified text file input.

Advanced Pong (Dec. 2022)

Utilizing Unity Game Engine and C#, developed a multi-platform Pong game featuring an adaptive AI opponent. The design strictly adheres to object-oriented principles, ensuring efficient and maintainable code.

WORK EXPERIENCE

Junior Software Engineer, NovaTox Inc. – Guelph, Ontario

April 2023 – September 2023

Formulated and tested diverse Java routines and algorithms for precise modeling of equations pertinent to trench vapor attenuation. Engaged and cooperated with relevant stakeholders, employing agile methodologies for feedback acquisition and requirement gathering.

EDUCATION

Bachelor of Computing, Software Engineering (co-op), minoring in Project Management

University of Guelph, Guelph, Ontario (Sept. 2022 – present)

ACADEMIC CONTRIBUTIONS

GeoNames (Jan. – Apr. 2023)

Collaboratively engineered, within a quartet, a Python solution leveraging the Namsor library for trend analysis of nomenclatures and tracing their geographic origin.

OpenHasher (Oct. – Dec. 2023)

Employed C to construct a software with a custom hashing algorithm for large scale data storage, illustrating of the advantages and compromises of associative arrays and diverse hashing algorithms.

EXTRA-CURRICULAR

Bishop Macdonell ICS Hackathon (May 2021)

Finished 1st place in a Windows 7 hackathon challenge.

OTHER

References can be provided upon request. For more comprehensive information, kindly refer to the personal website indicated above. All personal projects can be found hosted on GitHub.