Guelph, Ontario, Canada
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BRAEDAN CHAPPEL

SKILLS

Languages: C, C#, Java, Python, HTML, JavaScript, CSS
Tools: Visual Studio, VScode, GCC, GDB, Gradle, GitLab/GitHub, .NET, Docker
Professional Skills: Agile, problem solving, strong communication, strong work ethic

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PERSONAL PROJECTS

Mancala Game (2023)

Developed a graphical user interface adaptation of the board game 'mancala' using Java. Designed by incorporating the object-oriented concepts of abstraction, serialization, and interfacing.

Hapax Legomena (2023)

Developed a tool in C by using data structures such as linked lists, to find the 'Hapax Legomena' of a given input text-based file.

Employee Management System (2023)

Developed a dynamic employee management system using C, includes various data structures such as linked lists, and dynamic memory allocation for storage, retrieval, and deletion of records,

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WORK EXPERIENCE

Software Engineer, NovaTox Inc., Guelph, Ontario, Canada

April 2023 – September 2023

Developed various Java programs and algorithms to accurately model equations for trench vapor attenuation factor. Participated and collaborated with relevant personnel to gather feedback, requirements

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EDUCATION

Bachelor of Computing, Software Engineering (co-op)

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

ACADEMIC CONTRIBUTIONS

Geographic Names (2023)

Co-developed in a team of four, a python application utilizing the Namsor library to analyze the trends of names and trace them to their geographic origin.

Hasher (2023)

Used C to develop a program with a custom hashing algorithm for mass storage of data. To illustrate the benefits and tradeoffs of associative arrays.

EXTRA-CURRICULAR

Bishop Macdonell ICS Hackathon (2021)

Finished in 1st place in a Windows 7 hackathon challenge.