Guelph, Ontario, Canada
519 993 1304
Personal Website | GitHub | LinkedIn
bchappel@uoguelph.ca

[AUTHOR]

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

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,

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

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.