Ben Chapman-Kish

github.com/BenChapmanKish | ben-ck.com | in linkedin.com/in/ben-chapman-kish

Skills

Languages: Python, C++, C, Swift, Objective-C, Java, C#, JavaScript, HTML, CSS, Shell, Matlab **Tools/Libraries:** Git, Node, Firebase, Flask, Django, Express, CouchDB, Quick, Nimble, Caffe, Unity

Experience

Agile Software Engineer

January - April 2018

TribalScale

Toronto, ON

- Reduced dependency on server in major radio app, reducing load on server and improving load times
- Developed event planner and restaurant reservations for large cruise company's app
- Wrote software tests for iOS apps with Quick and Nimble to prevent regression and minimize bugs

Mobile Application Developer

May - August 2017

Defence Research and Development Canada

Toronto, ON

- Built and deployed high profile cross-platform mobile applications using Ember and Cordova
- Saved \$25k per app in contracting fees by identifying and solving issues with device portability

Research Assistant

July – August 2016

University of Guelph

Guelph, ON

Designed and programmed framework for crowd-controlled gaming using Python and OpenCV

Projects

QuickPic 2018

- Created social network with iOS client that can take, edit, and send pictures to other users
- Implemented backend server with Node and Express to manage users and facilitate user interaction

DecorAssist 2018

• Developed service to assist end users with interior design, with web and mobile clients, at a hackathon

Education

University of Waterloo

Expected 2016 – 2021

Candidate for Bachelor of Computer Engineering

Awards

Designed an Arduino-powered ball launcher and wrote an Android app to control it

Top 10 Finalist ----- University of Waterloo EngHack hackathon

2017

• Created an Android app for coordinating study groups, utilizing Facebook API and Firebase database

Extracurricular Leadership

Orientation Week Leader, Director	A Cappella Club VP, Section Lead
Engineering Society Class Representative	Intramural Sports Team Captain