

Ben Chapman-Kish

Skills

Languages: Python, C++, C, Java, JavaScript (ES6), HTML, CSS, Shell scripting, Regex

Tools/Frameworks: Git, Node.js, Ember.js, Cordova, CouchDB, Firebase, Flask, NumPy, Caffe, SFML

Technologies: Android, iOS, Arduino, RESTful APIs, Networking, Machine Learning

Experience

Mobile Application Developer

May – August 2017

Defence Research and Development Canada

Toronto, ON

- Developed and deployed high profile mobile applications using Ember.js and Cordova
- Saved \$25k per app in contracting fees by identifying and solving issues with device portability
- Used GitHub to track bugs/issues, coordinate project milestones, and assign roles to team members

Research Assistant

July – August 2016

University of Guelph

Guelph, ON

- Trained deep learning models with Caffe to achieve optimal performance for facial pose estimation
- Designed and programmed framework for crowd-controlled gaming using Python and OpenCV

Projects

Slack-SuperBot

2016

- Developed python bot that communicates with Slack, Google, and Wikipedia APIs
- Utilized Markov chains to simulate writing patterns of specified users

Point of Sale System

2016

- Created HTML/JavaScript interface for point of sale terminal and Flask server for inventory management

Pebble Apps

2015 – 2016

- Built smartwatch apps in C using event-driven programming to interact with sensors and actuators

Awards

Recipient ----- University of Waterloo President's Scholarship of Distinction, parts 1 & 2 2016, 2017

Winner ----- University of Waterloo ECE Design Days 2017

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

Top 10 Finalist ---- University of Waterloo EngHack hackathon 2017

- Created Android app for coordinating study groups featuring Facebook login and Firebase database

Recipient ----- BC Ministry of Education Scholarships, for programming & for provincial exam results 2016

Perfect Score ----- University of Waterloo Canadian Computing Competition 2014

Education

University of Waterloo

Expected 2016 – 2021

Candidate for Bachelor of Computer Engineering

3.42 CGPA

Extracurricular

Orientation week leader, A Cappella Club, Engineering Society, game development, intramural sports