Blaz Pocrnja

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Objective

To gain valuable work experience in the field of computer science by developing new technical and professional skills through the challenges of real-world software research and development.

Highlights

- Strong object-oriented programming skills gained from the past four years of college and university.
- Capable of learning new technologies quickly and independently.
- Understanding of the theory and implementation of various algorithms and data structures.
- Demonstrated ability to work effectively on a team using agile software practices.

Education

University of Alberta ***Sept. 2015 - Present***
Bachelor of Computing Science – Software Specialization
Expected Graduation: April 2019
GPA: 3.57 / 4.0

Grande Prairie Regional College ***Sept. 2013 - April 2015***
Bachelor of Computing Science University Transfer Program

Work Projects

Job Hazard Assessment Application (Python, Javascript, HTML/CSS, Django REST, React)

- Created a responsive single page web application to facilitate the viewing, searching, and changing of information in job hazard risk assessments.

Simphony (C#, XML, Simphony.NET Framework)

- Added new features to Simphony(UofA Civil Engineering's proprietary software) that imports all information from a Microsoft Project file to a Simphony Project file.

Course Projects

Ryde (*Java, XML, Android SDK, JUnit, Gson, Google Maps API, Elasticsearch*)

- Designed an easy to use and attractive ridesharing app for Android on a team of five.
- In charge of implementing Google Maps as well as storing app commands in an offline local cache to be executed when a user re-connects to the internet.
- Contributed to automated testing, documentation, storyboarding, and UI.

Chat Server (*C, Unix, GNU C Sockets*)

- Programmed a responsive UDP server and its accompanying chat client using GNU C Sockets.

Baby's First Robot *(C++, Arduino)*

- Built an Arduino based autonomous robot with the ability to wall-follow, parallel park, laser target, seek light sources, and navigate a grid-based obstacle field.

Breadboard Computer

- Constructed a simple computer using integrated and discrete circuit components to calculate, store, retrieve, and display binary data.

Origami *(Game Maker Studio)*

- Took lead programming and art design roles in a group of three to create a platforming game with smooth and engaging gameplay mechanics.
- Conducted beta testing with a large group of students to receive game design feedback.

Space Invaders *(Intel x86 assembly)*

- Recreated the classic game Space Invaders using paired programming entirely in x86 assembly.

Technical Skills

Programming (Proficient)	Java, Javascript, C, C++, C#
Programming (Familiar)	LISP**,** Visual Basic, Python, Intel x86 assembly
Markup Languages	HTML/CSS, XML
Databases	MS-SQL, MySQL, MS Access
Libraries/Frameworks	Angular, React, Django REST, ASP.NET Core
Other	Git, Windows Installer

Work Experience

University of Alberta, Junior Programmer ***May 2016 - Present***

- Designed, created, and maintained software for application in construction engineering research.

Hope Mission, Meal Service Volunteer ***Dec. 2016 - Mar. 2016***

- Prepared and served meals for the homeless and assisted in after-meal clean up.

Future Shop, Sales Consultant ***May 2014 - Sept. 2014***

- Provided friendly and personalized customer service with in-depth product knowledge.

Achievements and Awards

- Jason Lang Scholarship ***2014 - 2015***
- GPRC President's Honour Roll ***2013 - 2014***
- Alexander Rutherford Scholarship ***2013***