Blaz Pocrnja

https://blazpocrnja.github.io/resume bpocrnja@gmail.com +1 (780) 228-0002

Education

University of Alberta
BSc Computer Science
Software Specialization
Graduating May 2019

Grande Prairie Regional College
BSc Computer Science
University Transfer Program

Highlights

Broad range of technical skills gained from hands on experience during my internship.

Strong object-oriented programming skills acquired through years of study at college and university.

Understanding of the theory and implementation of various algorithms and data structures.

Demonstrated ability to work effectively on a team and take on leadership roles.

Capable of learning quickly and independently.

Skills

Languages: C#, C++, C, CSS, HTML, Java, Javascript, Python, SQL, Visual Basic, XML

Other: Django Rest, Git, React Redux, Windows Forms, WPF

Work

Hole School of Construction Engineering May 2017 - Present
Junior Programmer

- Created a responsive web application to facilitate the viewing, searching, and editing of job hazard risk assessments.
- Developed statistical chart components for visualizing data output from Monte Carlo simulation.
- Designed and implemented a Navisworks Manage plugin for automated quantity take-off analysis of 3D models.

Projects

Smart Buildings
Used tenants of agile software development to create a mobile VR application for annotating components of a 3D model.

Ryde
Worked in a team of five to create an easy-to-use ridesharing app for Android.

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

Baby's First Robot
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
Took lead programming and art design roles in a group of three to create a platforming game with smooth and engaging gameplay mechanics.

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