


# Blaz Pocrnja

 <https://blazpocrnja.github.io/resume>

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## Education

### University of Alberta

BSc Computer Science  
Software Specialization  
3.7 GPA, 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.