


Blaz Pocrnja

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

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Education

University of Alberta

BSc Computer Science

Specialization in Software Practice

3.5 GPA, Graduated May 2019

Grande Prairie Regional College

BSc Computer Science

University Transfer Program

Highlights

Professional experience managing entire software development life cycles, from requirement solicitation through deployment and client support.

Strong object-oriented programming skills as well as broad technical knowledge gained from 6 years of programming experience.

Demonstrated ability to work effectively on a team while taking on new and challenging projects.

Skills

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

Frameworks: .NET, Bootstrap, DevExpress, Django REST, Material UI, React-Redux, Windows Forms, WiX Toolset, WPF

Databases: Microsoft Access, Microsoft SQL Server, MySQL

CI Tools: Codecov, Jenkins, Travis CI

Testing: JUnit, NUnit

Source Control: Git, Subversion

OS: Linux, Windows

Work Experience

Hole School of Construction Engineering

May 2017 - May 2019

Software Developer

Helped design, create, and maintain software for graduate research as well as for commercial construction companies.

Work Projects

Job Hazard Assessment Application (MySQL / Django REST / React Redux / Material UI)

Created a responsive web application to facilitate the viewing, searching, and editing of job hazard risk assessments.

Simphony.NET (C# / XML / Windows Forms / WPF / DevExpress / WiX Toolset)

Developed statistical chart components for visualizing data output from Monte Carlo simulation.

Navisworks Estimate (C# / SQL Server / Windows Forms / Navisworks API / WiX Toolset)

Designed and implemented a Navisworks Manage plugin for automated quantity take-off analysis of 3D models.

Course Projects

Smart Buildings (C# / Unity / BIMServer / Django REST)

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

Ryde (Java / XML / Android SDK / JUnit / Gson / Google Maps API)

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

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.

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.