**Skills:**

C#, Core .NET, VB.NET, JavaScript, HTML, CSS, React.js, Node.js, Microsoft SQL, Unit Testing, Software Design, Java, Git, Bitbucket, Unit Testing, Software Design, Microsoft Applications, ERP, Website Design and Development, Agile Development Cycle, Jira, Confluence, and Linux Systems.

**Work History:**

**Software Developer Norseman Inc, Edmonton AB (June 2021 - April 2022)**

* Analyze and maintained enterprise software applications using C#, ASP.Net, and Visual Basic.
* Participated in the full Software Development Life Cycle, including meetings, iterative development, estimations, and design sessions.
* Developed proposals for technical solutions, team processes and procedures.
* Database design and maintenance using Microsoft SQL.
* Collaborated with internal departments to determine business requirements and specifications.
* Experience in building backend server operations including Signup/Login, Selections, and ratings with C#.

**Academic History:**

**Bachelor of Computer Science** **(BCS) September** **2015 – May 2020**

Acadia University, Wolfville, NS

**Software Projects:**

**Student Management System with C# (2020)**

* Constructed a fully self-contained Student Management System with CRUD operations.
* Utilized user interface design techniques to provide a clean and clear application where simplicity was the forefront of development with C#.
* Successfully applied Object Oriented Programming concepts to develop a suitable C# application.
* Developed database schema and SQL scripts that stores and retrieves student information efficiently.
* Provided Login page for admin access, new user to add new students to the application. Student data was managed by admins, all student data can be changed.

**E-Library with Java (2019)**

* Collaborated as part of a team to develop a Java electronic library system as a term project for Software engineering university course.
* Designed and developed the search function to reduce the time and complexity for finding books in the library.
* Contributed to the overall design and development of the user-interface.
* Developed SQL database to store book and user information in an efficient way.

**Video Game with Unity and C# (2020)**

* Designed and developed a 2D video game using Unity game engine and assets, as well as C#,
* Developed a Ray Cast system for collision detection that improved on the built in Unity system for more efficient character tracking and movement.
* Constructed AI targeting and seeking mechanics, camera manipulation, and dynamic character movement to increase player satisfaction.