

Brennan McDonald

<http://BrennanMcDonald.ca>
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SKILLS

PROGRAMMING

C# • JavaScript • Python • Java
HTML\CSS • JavaScript • C\C++

FRAMEWORKS

NodeJS • .NET
Android • AngularJS

OTHER

Linux • Shell (Bash & ZSH) • VIM

LINKS

github.com/BrennanMcDonald
linkedin.com/in/brennan-mcdonald

EDUCATION

UNIVERSITY OF OTTAWA

B.SC IN COMPUTER SCIENCE

Expected May 2019 | Ottawa, ON

COURSEWORK

UNDERGRADUATE

Data Structures and Algorithms
Computer Architecture I and II
Functional Programming
Databases I and II

COMPETITIONS

- Google Startup Weekend 2016 & 2017
- Google Code Jam 2016
- ECOO-CS 2013 & 2014
- CCC 2013

EXPERIENCE

SSHRC | SOFTWARE DEVELOPER

March 2018 – present | Ottawa, ON

SSHRC-CRSH is the government body that is responsible for all government allocated Social Sciences research funding. Working in **C#**, **.NET** and **SQL**. I maintained the various websites and started ground work on an internal app to distribute information to employees.

WEBILITY SOLUTIONS | JR. WEB DEVELOPER

March 2014 - September 2015 | Hamilton, ON

Webility solutions is one of the leading customs solutions providers for south Ontario. At Webility I was a web developer working in **C#**, **HTML**, **JS**, and **SQL**. Day to day tasks involved creating custom websites from scratch for various small business and enterprise clients.

EXTRACURRICULAR

UOTTAHACK | COMMUNITY EVANGELISM TEAM LEAD

June 2018 - Present | Ottawa, ON

uOttahack is the University of Ottawa's first and only Hackathon, a 24 hour event dedicated to programming something brand new with a team of peers. On the uOttahack team I lead a team of organizers to plan and host various technical workshops. I also contributed to the core planning of the main event including vetting volunteers, mentors, and applicants.

OTTABOTICS | DRONE TEAM SUB-LEAD // WEBMASTER

September 2016 - May 2018 | Ottawa, ON

Ottabotics is the University of Ottawa's robotics team. As the webmaster of the team I was responsible for all matters pertaining to our website as well as managing server space and resources. I also contributed as a member of the "IARC Drone Team" where I programmed a motor control system to read information from cameras and sensors to control the drone's motors.

PROJECTS

HOWL | ANDROID // GRAPHQL // DOCKER

github.com/brennanmcdonald/Howl

Howl is a location based message board that anonymously shares a message with people around you. Similar to Twitter in the sense that messages are displayed in a news feed, however unlike Twitter, all messages are anonymous and local. This app is written in native **Android(Java)** and works off a **NodeJS GraphQL** backend.

GARLICOIN | NODEJS // RUBY ON RAILS // C\C++

github.com/GarlicoinOrg/Garlicoin

Garicoin is a **cryptocurrency** that started as satire on Reddit and through the work of a group of developers was brought into reality. My role on the team was a core and services developer. I helped write our PoW algorithm dubbed 'Allium' which allowed the coin to be ASIC resistant. I also wrote a few web services including the seed server and block explorer using **NodeJS** and **Ruby on Rails**.