
Highlights of Qualifications

- ❖ Made a clone of “Time Pilot” arcade game using C++ and SFML library
<https://github.com/CapySloth/crash-course>
- ❖ Created an illusion of a sphere from scratch using vanilla HTML and CSS, using a unique approach
<https://codepen.io/CapySloth/pen/KvppPG>
- ❖ Collaborated with a team to make a multiplayer game for my college Capstone project using Unity as the engine, with C# as language of choice and Photon to manage networking
<https://www.dropbox.com/s/uztre1zu56bir9I/CapstoneDemo.mp4?dl=0>

Professional Experience

Developer - Analyst*April 2018 – Present***ARI Financial Services, Mississauga, ON**

- Improved team’s ability to collaborate, by integrating GIT into the daily workflow as a new version control system, which works alongside TFVC, a version control system used by the rest of the company
- Contributed to codebase by introducing bug fixes and enhancement to various fleet management systems on a weekly basis

.NET Developer Co-op*May 2017 – August 2017***Canadian Nuclear Laboratories, Deep River, ON**

- Lead a project on application redesign of two legacy applications merging into a single application powered by ASP.NET MVC
- Developed an application using C# and JavaScript that enabled users to access documents through legacy links

.NET Developer Co-op*September 2016 – December 2016***Canadian Nuclear Laboratories, Deep River, ON**

- Developed and maintained ASP.NET applications using VB.NET and JavaScript for the dosimetry department which automated data processing tasks, performed calculations, and visualized data
- Leveraged knowledge of front-end development which increased usability and maintainability of radiation dosimetry applications

NHIC Natural Heritage Information Technician*May 2016 – August 2016***Ministry of Natural Resources and Forestry, Peterborough, ON**

- Balanced full course load at school and full-time employment according to significance and time limitation, which resulted in successful completion of various school and work projects
- Utilized FME software to create automated data transformation processes to enable staff with no programming background to use and to modify it when necessary

NHIC Geomatics Analytics Technician*January 2016 – May 2016***Ministry of Natural Resources and Forestry, Peterborough, ON**

- Assisted with redesigning Oracle-based database to improve the efficiency of data storage by using knowledge of database structures
- Accounted for differences between database schemas to allow for data flow across File-Geodatabase/Excel-Spreadsheets/Access/Oracle databases in FME software

NHIC Natural Heritage Information Technician*May 2015 – August 2015***Ministry of Natural Resources and Forestry, Peterborough, ON**

- Built public facing web reports with information on Natural Areas using PHP, thereby allowing general public to access non-sensitive species information
- Organized incoming data into tables using SQL queries, resulting in the automation of the process of sorting the data into Microsoft Access tables for further analysis

Education

Sheridan College*September 2014 – January 2018*Software Development and Network Engineering

Events & Projects

MisJam 2018 – 1st Place*May 2018*

- Developed component behavior scripts in C# for intractable objects, which were used by the team to build the game

<https://github.com/CapySloth/mis-jam-2018>**Toronto Global Game Jam***January 2017*

- Applied knowledge of physics to create a realistic wave simulation using the Unity Engine, in order to improve user experience

<https://github.com/CapySloth/riptide>**Museum VX Hackathon - 2nd Place***November 2016*

- Created a mobile application that displays information about exhibition items that are associated with beacon's ID and information varied based on cellular device proximity
- Worked with beacon technology, which broadcasts information via Bluetooth, to provide visitors with a more engaging way to experience museums

HackHalton Hackathon - 2nd Place in "People's Choice" category*May 2016*

- Created a mobile application that would locate parking lots within walking distance of the destination set by the user, and presented the finished project to Halton region representatives
- Leveraged knowledge of ESRI JavaScript Developers API to streamline the development of the application
- Managed a team of peers by assigning tasks that suited their individual strengths and effectively communicated expectations and project status

Activities & Interests

Video games, singing in a choir, Djembe drumming & guitar playing