Kostia Arlouski

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Projects

- ❖ 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/uztre1zu56bir9l/CapstoneDemo.mp4?dl=0

Professional Experience

Developer - Analyst   *April 2018 – Present*
ARI Financial Services, Mississauga, ON
- o 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
- o Contributed C#, JavaScipt and CSS to codebase by introducing bug fixes and enhancement to various fleet management systems built on ASP.NET MVC

.NET Developer Co-op   *May 2017 – August 2017*
Canadian Nuclear Laboratories, Deep River, ON
- o Lead a project on application redesign of two legacy applications merging into a single application powered by ASP.NET MVC
- o 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
- o 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
- o 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
- o 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
- o 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
- o Assisted with redesigning Oracle-based database to improve the efficiency of data storage by using knowledge of database structures
- o 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
- o Built public facing web reports with information on Natural Areas using PHP, thereby allowing general public to access non-sensitive species information
- o 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

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Education

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

Events

MisJam 2018 – *1st Place*   *May 2018*
- o Developed component behavior scripts in C# for intractable objects, which were used by the team to build the game
- o Cooperated with an artist to incorporate externally-built art assets into the video game, thereby adding appealing and unique aesthetics
  https://github.com/CapySloth/mis-jam-2018

Toronto Global Game Jam   *January 2017*
- o Applied knowledge of physics to create a realistic wave simulation using the Unity Engine, in order to improve user experience
- o Received feedback from play testers during the peer-reviewed video game showcase which was then used to improve the quality of the game
  https://github.com/CapySloth/riptide

Museum VX Hackathon - *2nd Place*   *November 2016*
- o 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
- o 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*
- o 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
- o Leveraged knowledge of ESRI JavaScript Developers API to streamline the development of the application
- o 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