AJ Manigque

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Work Experience

Junior Developer - Co-op Work Term 1 *(G3 Canada Limited, Winnipeg, MB)*   JAN 2023 - APRIL 2023
- Modified the framework for a REST API that returns specific Vessels so that it could be used to query and create reports for PowerBI.
- Added FIXED Scripts which modifies records from existing tables based on the request of the Product Owners.
- Queried and created a report in PowerBI showing created, deleted, and changed records for Trains, Vessels, and Trucks.
- Maximized the QA process by collaborating with developers, project managers, and other departments to conduct analysis and develop test cases.

Data Soveriginity - Co-op Work Term 2 *(Inuit Association of Manitoba, Winnipeg, MB)*   JAN 2024 - PRESENT
- Developing a private company website to store and display internal documents using Next.js, enhancing accessibility and document management for employees.
- Built an API using the web framework, Express, and the container application, Docker, to streamline the backend process of managing data with PostgreSQL
- Used the Typescript ORM, Drizzle, to optimize database operations and ensure a secure data handling for the web application

Skills

Programming
- Experienced with: C#, Java, HTML, JavaScript, Typescript.
- Course Experience: Python, PyGame, C++, C, SQL, R.

Software
- Experienced with: Visual Studio, Visual Studio Code, IntelliJ IDEA, WebStorm, Unity, Adobe Photoshop, PowerBI Desktop, Docker, PostgreSQL.
- Course Experience: PyCharm, Xcode, Android Studio, Gitlab, Github, Datagrip, RStudio.

Libraries and Frameworks
- Experienced with: Express, Next.js, Drizzle ORM, React, jQuery.

Projects

Terraria Mod Project *(C#, Visual Studio, Aseprite)*   MAY 2023 - PRESENT
- Developing new content for the 2D sandbox game, Terraria, such as implementing AI companions with various functions.
- Created new items and accessories with unique abilities and effects.
- Consulted with testers to add and improve gameplay elements such as new behaviours for companions or adding new functions to items.

Vapour *(JavaScript, HTML, React, Visual Studio Code)*   SEPT 2023 - DEC 2023
- Created a Video Game Store and Library Interface Prototype to showcase our understanding of human interaction.
- Designed low fidelity prototypes to replicate human interaction before moving foward to a high fidelity prototype.
- Programmed a dynamic gallery-like list to showcase each game as well as a function to simulate a chat box with friends.

TasteBud *(Android Studio, Java, HSQLDB, Gitlab)*   MAY 2023 - JULY 2023
- Developed a storage app to locally store a collection of recipes within your phone following the Agile Methodology.
- Implemented a search, edit, and delete feature for the application.
- Used Gitlab to perform code reviews, open merge requests, and track issues.
- Created United Test to verify functionality and outliers.

Education

Bachelor of Science, Computer Science Major   SEPT 2020 - PRESENT
- University of Manitoba, GPA: 3.77/4.50.
- University 1 Honours List (2020-2021).