
Stephen A. Wilson

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Overview

My objective is to obtain a Co-op position in the Information Technology Industry for the Winter 2014 semester (January – May) in the Barrie area

I am able to pick up new computer languages easily and quickly due to having a logical mindset and ability to draw parallels between languages. Also I understand how to troubleshoot hardware, software, and printer issues at a junior level, and am willing to develop my technical skills as well.

I have worked extensively with Ruby on Rails during my co-op with Mosaic Sales Solutions, where I helped to develop web applications for clients. I also worked on a team to develop an internal applications for Mosaic

In my spare time and for school projects, I have developed programs for use by my teachers at high school or just for fun.

I enjoy working with code and debugging programs, as it presents a challenge and the end product is helpful for others.

Skills

- Punctual
- Works well on a team
- Great troubleshooting ability
- Logical
- Welcomes criticism
- Able to learn languages quickly
- Attention to detail
- Willing to learn
- Good communication skills

Languages:

- Ruby on Rails
- Ruby
- JavaScript
- HTML5
- PHP
- CSS3
- AS3
- Java
- Python

IDES

- MS Visual Studio
 - 2012, 10, 08
- Eclipse
- NetBeans
- MonoDevelop
- Adobe CS4
- Flash

Tools

- Sublime Text 2
- Git
- Bash
- Vagrant

Other Programs

- MS Office Suite
- Open Office Suite
- Notepad++
- Adobe CS4

Operating Systems

- Windows
 - 98 – 8
- Linux
 - Ubuntu
- Mac
 - Lion

Experience

Mosaic Sales Solutions | May 2013 – August 2013 | Co-op

Interactive Programmer | 100 Liberty Ave, Toronto ON

One of two co-op students, where we designed and developed an internal application from scratch, using Ruby on Rails. We also did research into various tools for Mosaic to use.

CityCraft Servers | May 2013 – Present

Server Operator

A Minecraft server host, which I am tasked with keeping the servers running and operating smoothly. I also assist users with in game help and moderate the community.

Personal Projects

Maze | Fall 2013

Computer Architecture Final Project | C++

A small game developed on an Arduino unit. It was a randomly generated maze game where the user was task to navigate the maze. Due to limited resources, I was only able to use 8bit Integers to record variables, and display the screen.

Shadows of Shibow | Fall 2012

Computer Science Project | AS3

RPG flash game. Working with two other students, we planned, designed, and developed a game from scratch.

Review Blocks | Fall 2012

Computer Science Side Project | C#, AS3

Course Review game. Developed for one of my High School teacher to replace a broken PowerPoint used for an interactive review game.

Hand-Er-In| Fall 2013

Communications Technology Final Project | C#

Program to assist students and teachers at ODSS. Copies, renames and moves a file to a teacher's networked "handin" folder.

Education

Georgian College | 2012 - Present

Computer Programmer / Analyst Co-op Program

- Dean's List – Fall 2012, Winter 2012

Orangeville District Secondary School | 2008 – 2012 | OSSD

- Ontario Scholar
- Honor Roll – 2008,10,12
- Computer & Information Science Award – 2011, 12

Interests

- Computer Programming
- Curling
- Origami
- Anime
- Japanese Music
- Logic Puzzles
- Augmented Reality
- Virtual Reality