

# David Lutman

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## Technical Skills

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**Programming Languages:** Java, C++, Typescript, Python, CSS, HTML, SQL, Javascript, C#

**Software:** IntelliJ, SoapUI, qTest, VMware, Fiddler, VS Code, Git, Unity

## Technical Projects

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### 2D Spaceship Game

April 2021 – May 2021

- Designed 2D Unity Game that gave the player control over a space ship fighting against hordes of enemy ships
- Implemented a Start Menu that contained an options menu to control the music, a level selector, and a controls menu
- Programmed power ups, increasing level difficulty and scenery changes to give a feeling of dynamic evolution

**Skills:** C#, Unity

### Todo List

Feb 2021 – Mar 2021

- Developed a todo list app using React.js that allows the user to manage their list of tasks for the day
- Designed the functionality for adding, deleting, and crossing off tasks for the user
- Implemented a tracker to display the number of active tasks to the user
- Programmed the ability for the user to filter the displayed tasks based off of completion and the ability to delete all completed tasks by the click of a button

**Skills:** React.js

### Memory Card Game

Jan 2021

- Developed a card matching memory game using python and the Pygame library
- Users would click two images at a time to attempt to match them together, if wrong the images would flip over and the user would try again. User would then be prompted to retry after matching all of the images

**Skills:** Python, Pygame.py

### UBC Insights Query Engine

September 2017 – Dec 2017

- Developed a full stack web application that parses UBC metadata and allows users to query information on the University
- Worked with a partner, using Agile methodologies and RESTful design to build our web application
- Parsed HTML data with parse5 to construct JSON datasets

**Skills:** TypeScript, Node.js, Agile Development, Test-driven Development

### Mind the Gap

January 2016 – April 2016

- Developed an Android transit application that maps out London's transit stops and retrieves real time information
- Parsed data using JSON parsing from Transport London API and plotted tube lines and stations on a map using OSMDroid and OSMBonusPack libraries

**Skills:** Java, JSON, Junit, Testing, Object oriented programming

## Technical Experience

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### Associate Software Developer

September 2018 – Sept 2019

Absolute Software

Vancouver, BC

- Created and maintained automated, UI, and End-to-end tests using SoapUI, qTest manager and VMware
- Led the team in converting over 350 test cases from SoapUI to a new Rest-Assured platform
- Created a timeline and directed team members in converting tests to the new platform
- Worked with a team using Agile and Scrum methodologies
- Developed and tested new Java REST API endpoints as well as maintained and debugged existing ones.

## Education and Experience

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### Bachelor of Arts, Computer Science Major

September 2015 – Dec 2020

University of British Columbia

Vancouver, BC

- Computer science course average of A- (80.4%)

### Philanthropy Committee Chairman

January 2016 – Sept 2018

Phi Gamma Delta UBC Fraternity

Vancouver, BC

- Helped organize and manage two campus wide events with attendance of over 150 students.
- Raised over \$6,000 for the Leukemia and Lymphoma Society of Canada.