DAVID SKUDRA

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www.github.com/David4Danger

Languages and Technologies

Languages: C++, Python, C, Scheme, JavaScript, Bash
Web Development: HTML5, CSS3, jQuery, p5.js, Bootstrap, JSON
Tools/Platforms: Git, Valgrind, OSX, Linux (Ubuntu)

Work Authorization

- Authorized to work for any employer in the United States or Canada without sponsorship

Education

University of Waterloo   **Expected May 2018**

- Bachelor's Degree, Computer Science – Business Option
- CS Major GPA: 3.35/4.00

Projects

Ability Power Parity, Riot API Challenge   **Aug 2015**

- Created an API interface to execute 400,000 unique requests, to then be stored in a local JSON library for future access
- Used Python to process said library and draw demographic specific conclusions, by creating an algorithm applicable to all data sets
- Developed a webapp using HTML, CSS, JavaScript & jQuery

Live website and repository @ www.abilitypowerparity.com

Battleships, Board Game Implementation   **Apr 2016**

- Developed a C++ version of the classic board game, Battleships
- Interprets an integer from the command line to seed the random generator, which ensures a unique game each time played

Repository @ www.github.com/David4Danger/Battleships

Pious Academic, 343 Industries Public Library   **Nov 2015 - Present**

- Created a public library in Python for usage with the Halo 5 API
- Worked with community members to spearhead the project to help new developers manipulate the API with ease
- Multiple library contributors & users

Repository @ www.github.com/David4Danger/16807-Pious-Academic

Experience

Target Canada   **Jan 2013 – Aug 2014**

Electronics Team Member

- Audited fixture setup and stock until construction was complete
- Maintained strong communications with both consumers & coworkers on a consistent basis