

David Collard

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A software developer working in Toronto with a B.Sc. in computer science. Has strengths in synthesizing strategies to solve complex problems and enjoys working in the domain of systems engineering. Tends to lead from within a group but isn't afraid to step up into a leadership role when needed.

Technical Skills

PROGRAMMING

Experienced with object-oriented design, functional languages, test driven development, multithreaded programming, and implementing database technologies.

LANGUAGES

- Highly proficient in C/C++, Java, Python, PL/SQL
- Professional experience with C#, ASP.Net, Javascript, HTML, and CSS.
- Knowledgeable of Docker, Swing, OMP, OpenMPI, and CUDA.

ADDITIONAL SOFTWARE

Skilled with SVN, Git, Microsoft Office Suite, Windows, and Linux.

Education

B.SC. | UNIVERSITY OF TORONTO

- Specialist: Computer Science
- 3.84 AGPA in fourth year
- 3.62 AGPA in third year

Work Experience

SERVER DEVELOPER

Broadridge Financial Solutions – May 2019 to Present

- Developed new technologies based on client specifications and internal business needs.
- Worked to ensure large software projects comply with complex regulatory and technical requirements.
- Maintained existing codebases and interface with clients to provide features, patches, and datafixes.

SERVER DEVELOPER – INTERN

RPM Technologies – Summer 2018

- Worked in the role of a junior server developer.
- Developed core technologies based on client specifications.
- Maintained existing codebases and interfaced with clients to provide patches and updates.

WEB DEVELOPER – INTERN

RPM Technologies – Summer 2017

- Designed and implemented front end web technologies for investment management software.

- Engineered substantial load time optimizations for a web server.

TEACHING ASSISTANT

University of Toronto – Spring 2017 to Spring 2019

- Aided students in the learning of course materials.
- Graded evaluations and provided feedback based on student work.

Projects

HTML GRAPH GAME

Written in JavaScript and uses HTML canvases. Made during weekends in January 2020 to Present

Allows the user to create directed graphs, and visualize classical graph concepts such as children ancestors, and cycles.

THE NODE APP MANAGER

Written in TypeScript as a Node.js module. Made during weekends in November 2019

Inspired by popular tools such as nodemon which automatically restart a local server when changes to a single source file is detected. This project differentiates itself from existing tools by allowing the developer to host multiple projects on the same web server and restart individual projects when filesystem changes are detected without restarting the entire server.

AN INCREMENTAL CONSOLE GAME

Written in C++ and uses the ncurses library. Made during 2 weeks during Summer 2018

A relatively simple game, with the goal being to accrue an arbitrary currency. It was primarily made as an exploration into the ncurses library, which is a common library for writing terminal applications with complex behavior.