David Pavlove Cunsolo SOFTWARE ENGINEERING

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Profile Summary

I am a proficient Software Engineering student at the University of Guelph. I am a fast learner and an excellent collaborator who enjoys a challenge. My experience programming in many software environments makes me an ideal candidate for an entry-level technical position.

Work Experience

Software Engineering Intern, **Barfoot Ventures Inc.**   *May-Sep 2024*

- Developed a full stack web application as part of a work placement with *Barfoot Ventures inc.*
- Application facilitates the issuing and verifying of blockchain stored Verifiable Credentials that leverage the Velocity Network Blockchain to securely manage self-sovereign credentials.
- Gained experience with secure account management, full stack development networking, User Interface Design, API utility, and containerized cloud deployment.
- Frontend was written in React.js with Material UI and Backend was Written in Typescript with Express.js
- Worked extensively with verifiable credential systems and both SQL and MongoDB database management
- Visit https://velocitycreds.com for a live build of the application.

Customer Service attendant, **Canadian Tire Corp.**   *2020-2024*

Project Experience

Published Game Development (Grippy Yellow Ball)   *2 022-Present*

- Designed, created and published a complete physics-based platformer and published to various websites Built In Java-based engine and compiled to JavaScript.
- Over **40,000** players globally and featured on gx.games
- A full build of the game can be found on my website along with additional information about development.

Website Development (www.davidpc.ca)   *2023-2024*

- Built and designed a personal website from the ground up using pure HTML and CSS. The website is hosted using AWS and S3 with a CloudFront distribution
- Learned valuable skills in frontend development and backend deployment

Educational Web-Based Programs   *2021-2024*

- Partnered with local elementary school teachers and students to design and build a series of web programs in alignment with the Ontario Grade 4 and 5 curriculum
- Programs were built using JavaScript (and the JSONserver library) and YoYo Games tools

Java Team Development Project (Terrarium)   *May-Aug 2021*

- Worked In a small team to develop a procedurally-generated open world exploration game in the role of Lead Developer
- Built In YoYo Games tools and compiled to JavaScript
- Built and designed a personal website from the ground up using pure HTML and CSS. The website is hosted using AWS and S3 with a CloudFront distribution
- This project influenced my group programming abilities as well as my ability to work in a self-directed team. Source code for this project can be found on my Github

Education

University of Guelph   *2023-Present*

- Bachelor of Computing (Co-op), Business Economics Minor,graduating 2027

Awards

Computer Studies Proficiency Award   *2022*
International Jugglers' Association Youth Civic Award   *2021*
International Jugglers' Association Juniors Champion   *2020*