Deacon Sowerby Vancouver BC
deaconsowerby8@gmail.com | 7783884530
[Website](#) | [Github](#) | [Linkedin](#)

Education
Bachelors of Science, in Statistics *Dean's List 22-23*
University of British Columbia 2022-Current

Technical Summary
Languages: C/C++/C#/x86Assembly/Racket/R/Python/HTML/CSS/Javascript/SQL
Frameworks: Node/Svelte/Unity/Unreal/Jupyter Notebook/Flask
Software: Git/Github/Visual Studio/VSCode/Android Studio

Personal Projects //All on Github, see above
Game Engine
I've made like 3 at this point, at varying levels of completion
Demoscene
Cool niche programming scene, made a demoscene for a German demoparty known as Revision
Guitar Pedals
Built a fuzz pedal, went down the electrical engineering and signal processing rabbit hole, currently working on both a valvecaster, and a digital effects pedal using an ESP32 microcontroller
Mobile Games
Multiple android games, developed/deployed solo, currently at >100 downloads, and tested with 2 large publishers
Tupp.Shop
School store for my high school -> Sadly seems to have fallen into neglect, might be unable to access

Other Skills
Adobe Suite -> Primarily Photoshop/Illustrator/Indesign
Reaper -> Simple music production
Blender -> Basic 3D modelling
Basic French -> Classroom study

Fun Stuff //Does anybody actually read this?
Running -> Ran competitively in High School, still run for fun
Band -> I'm part of a band, and working on various music projects-> Trying to build guitar pedals currently, so learning some electrical engineering
Juggling -> Has more depth than you'd expect