

Deacon Sowerby

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Technical Summary

Languages: C, C++, C#, Java, GLSL, R, Python, Racket, HTML/CSS/JavaScript, SQL

Frameworks: Node, Unity, Unreal, Jupyter Notebook, Flask, JUnit, MySQL

Software: Git, Github, Visual Studio, VSCode, Android Studio, GDB, Adobe Suite, CMake

Education

Bachelors of Science, in Statistics *Dean's List 22-23*

Sept 2022 - Present

University of British Columbia, Vancouver Campus

Personal Projects

Game Engine

Sept 2020 - Dec 2022

- Built a development platform for future personal projects
- Capable of rendering custom parsed 3D models, handling matrix transforms, custom entity and shader management, as well as some extra assorted features such as a skybox

Technologies: C/C++, OpenGL, GLSL, CMake, Git/Github

Guitar Pedals

Jan 2022 - Present

- Built a fuzz guitar pedal, went down an electrical engineering and signal processing rabbit hole
- Currently working on a valvecaster, and a digital effects pedal using an ESP32 microcontroller

Technologies: Soldering, Signals Processing, Microcontrollers, C, Analog Electronics

Demoscene

Mar - Aug 2020

- Demoscene is a UNESCO recognized cultural heritage in multiple countries, focused on the development of small artistic executables, programming as art
- Made a demoscene for a German demoparty known as Revision

Technologies: C, Assembly, GLSL, OpenGL, WinAPI

Mobile Games

June 2018 - Sept 2020

- Developed multiple android games, all created solo
- This was how I taught myself programming

Technologies: Unity, C#, Android Studio

Academic Projects

Songwriting Application

Aug 2023

- Created a songwriting platform in Java to assist my sadly futile songwriting endeavors

Technologies: Java, JUnit, Swing, OOP

Grain Classification

Nov - Dec 2022

- Used data from Kaggle to develop a system using R, and Jupyter Notebook, to classify various strains of Grain using traits such as size and weight

Technologies: R, Jupyter Notebook, Kaggle

Tupp.Shop

Jan - June 2022

- Built a school ecommerce store for my high school business class
- Worked with a classmate, learned how to collaborate on Github
- Handled inventory, sales, from scratch

Technologies: Svelte, Typescript, HTML/CSS/JS, Github

Work Experience

East West Grocery

July - Aug 2021

- Other summer job in highschool
- Handled customers/inventory/display, and some logistics, including communicating with drivers

Sparetime Clubhouse Summer Camp

July 2017 - Aug 2020

- Summer job in highschool
- Managed kids/parents, classic summer camp stuff

Interests

Running

- Ran competitively in High School, still run for fun
- Competed provincially in the 400m, and the 4*400m sprint, with a top-10 place

Music

- Currently working on various music projects
- I play guitar/piano/bass/trumpet, and currently learning kit
- Trying to build guitar pedals currently, so learning some electrical engineering

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