

Ben Morris | 3A Software Engineering

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Undergraduate Software Engineering student in 3A term at the University of Waterloo. Experience developing many types of applications for different purposes, including web development, robotics, and video game development.

Previous Employment

- **MedAvail Technologies Inc.** **Mississauga, Canada**
Co-op Developer, Software Architecture Team *September 2015 - December 2015*
 - Wrote database communication retrieval and processing logic, and made enhancements to the database schema in use.
 - Enhanced the company's NSIS installer systems to install client specific features on client machines.
 - Also worked with front and back end development for the company's suite of web applications.
- **MedAvail Technologies Inc.** **Mississauga, Canada**
Junior Developer, Machine Team *January 2015 - April 2015*
 - Enhanced a code analysis tool used by the developers to ensure correctness of the code being checked in.
 - Fixed bugs, reviewed code, and worked with other developers to add new features to the "MedCenter" automated pharmacy
 - Helped create a "watchdog" application to monitor the MedCenter's software in case of connectivity issues or unexpected complications.
- **Luribox UF** **Sandviken, Sweden**
Co-founder and Lead Designer *Fall 2011 - Spring 2012*
 - Founded a "Youth Company" along with 7 other classmates.
 - Designed earphone holders to help users keep their earphone cords untangled.
 - Produced and sold the product to individual customers and to third party retailers.

Notable Projects

- **Table Top Helper** '*Helping RPG groups communicate and organize*'
 - Created an online tool to help players of table top role playing games organize their game sessions.
 - Table Top Helper is a single page application, built with Angular.js front end logic, on a node.js server using MongoDB.
 - All communication between front and backend is achieved using WebSockets and the Socket.io library.
 - See the latest stable version at tabletophelper-bengineering.rhcloud.com
- **Multiplayer Web Game** '*A simple game to test multi-user interaction*'
 - Created a web based multi player video game using HTML 5 canvas with JavaScript.
 - This game allows a number of users to connect to a single world, and all actions a player can perform are replicated on the other players machines using Socket.io WebSocket communication.
 - Movement is synchronized to ensure the world is displayed accurately to other users.
 - See the latest stable version at webgame-bengineering.rhcloud.com

Technical skills

- **Programming Languages:** Proficient in: C, C++, C#, Java, JavaScript, HTML and CSS
- **Technologies and Frameworks** AngularJS, Node.js, Socket.io, jQuery, MongoDB, MySQL, Transact SQL.
- **Tool Skills:** Git, Team Foundation Server, Microsoft Visual Studio, JetBrains IDEs.

Education

- **University of Waterloo** **Waterloo, Canada**
Honors Software Engineering *2013–Present*
- **Goransonsska High School** **Sandviken, Sweden**
Engineering Program *2010–2013*