Ben Morris | 3A Software Engineering

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Previous Employment

MedAvail Technologies Inc.   **Mississauga, Canada**
Co-op Developer, Software Architecture Team   *September 2015 - December 2015*

- Re-wrote database communication retrieval and processing logic in C#, significantly decreasing DB access time.
- Enhanced the company's NSIS installer systems to install client specific features automatically, decreasing deployment time.
- Worked with front and back end development for the company's suite of web applications in C# and JavaScript.

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 code being checked in.
- Implemented connectivity checking and other features in a "watchdog" used to application to monitor the MedCenter.
- Fixed bugs, reviewed code, and worked with other developers to add new features to the "MedCenter" automated pharmacy.

Ontario Ministry of Transportation   **St.Catharines, Canada**
System Administrator   *May 2014 - August 2014*

- Performed database analysis and optimized the database schema.
- Created SQL scripts and views using Microsoft excel to display information from the database for non-technical users.
- Deployed and monitored customer facing web applications.

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, using AutoCad.
- Produced and sold the product to individual customers and in bulk to third party retailers.

Notable Projects

Table Top Helper *'Helping RPG groups communicate and organize'*

- Created a MEAN stack web application 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.
- 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 web based video game to test multi-user interaction'*

- Created a web based multi player video game using HTML 5 canvas with JavaScript.
- Player actions 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: JavaScript, HTML, CSS, C, C++, C# and Java.

- **Technologies and Frameworks** AngularJS, Node.js, Socket.io, jQuery, MongoDB, MySQL, Transact SQL.

- **Tool Skills:** Git, Team Foundation Server, Microsoft Visual Studio, JetBrains IDEs.