# **Ben Morris** | 3A Software Engineering

☐ +1 226 600 8153 • ☑ benjaminmjmorris@gmail.com

www.bengineering.me

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

## **Previous Employment**

## MedAvail Technologies Inc.

Mississauga, Canada

Co-op Developer

September 2015-December 2015

I primarily worked as a member of the software architecture team, adding to the overall framework of MedAvail's solution in many areas - including database communication retrieval and processing logic, database schema enhancements and NSIS Installer systems. Along side this I also would work with front and back end development for MedAvail's suite of web applications.

#### MedAvail Technologies Inc.

Mississauga, Canada

Junior Developer

January 2015-April 2015

My first Co-op with the company, and as a developer, I spent working mainly on the "machine team", which dealt mainly with the logic for the MedCenter, the automated pharmacy kiosk that is the main product offered by MedAvail Technologies Inc.

My most notable contributions were to a code analysis tool used by the developers and a "watchdog" application to monitor the MedCenter's main application. In addition to these projects my work included

#### **Ontario Ministry of Transportation**

St.Catharines, Canada

System Administrator

May 2014 - August 2014

As a member of the .NET solutions team at the MTO my responsibilities included the monitoring and deployment of web applications. In addition, my responsibilities included database analysis and optimization.

#### Luribox UF

Sandviken, Sweden

Co-founder and Lead Designer

Fall 2011 - Spring 2012

During my second year of high school, me and 7 other classmates founded a "Youth company" with the goal of designing, producing, and selling earphone holders. By the end of the school year we had sold not only to individual customers, but also sold in bulk to third party retailers.

# **Notable Projects**

• Table Top Helper (in progress): 'Tool to help RPG groups communicate and organize'

An online tool to help players of table top role playing games such as dungeons and dragons organize their game sessions, as well as keep track of important information. Table Top Helper is a single page application, built with Angular.js frontend logic, Bootstrap elements for the views, all on a node.js backend running off of a MongoDB Database. All communication between front and backend is achieved using WebSockets - Namely the Socket.io library, which allows for a responsive experience both when communicating with the server, and with other players.

Chat application 'A simple chat application'

Starting as a simple PHP application using AJAX polling to check for new messages, I quickly learned about developing web applications. Since then I've revamped the whole application to run on a node.js backend off of a MySQL database.

• Scribbler 2 Robot Al: 'Solving a real world problem with limited resources'

One of the first projects we were tasked with at the University of Waterloo was to program a Scribbler 2 robot to solve a real world problem. My group elected to program the robot to map out a closed space such as a building, and be able to navigate to the exit at any time. The final goal with this project was to have the robot be able to guide people out of a building in case of emergency, in case of low visibility such as in a fire.

### **Education**

University of Waterloo

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

## **Technical and Personal skills**

o Programming Languages: Proficient in: C, C++, C#, JavaScript (AngularJS, Node.js), HTML and

Also basic ability with: Java, PHP, Arduino, VHDL.

- o Technologies and Frameworks AngularJS, Node.js, Socket.io, Jquery, MongoDB, MySQL, Transact
- Tool Skills: Git, Team Foundation Server, Microsoft Visual Studio, Eclipse IDE, most Microsoft office tools.