

Ellis Keener-LaCroix

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EllisKL.me | [Github](https://github.com/ellisla) | [LinkedIn](https://www.linkedin.com/in/ellisla)

Education

- Bachelor of Computer Science - Dalhousie University, Halifax, NS September 2019 – Present

Skills

Technical

Programing Languages

Python, Java, JavaScript, C#, C, C++, HTML, CSS

Operating systems

Windows, Linux, MacOS

Tools and Frameworks

PostgreSQL, mySQL, Bootstrap, Unity, Django, AWS, Git, Blender, OpenGL

Professional

Teamwork, interpersonal, and communication skills developed through working with an interdisciplinary team over my internship last summer with COVE. Creative **problem-solving** skills developed with my time building and competing on the MATE robotics team.

Experience

Co-op Software Developer, CarteNav

May 2021 – August 2021

- Designed and implemented new features in a very large C++ code base to add more functionality for the user.
- Discovered and fixed bugs, including high priority bugs causing the application to be unusable.
- Refactored UI windows using wxWidgets in C++ to expand their functionality and increase their speed.
- Worked in an agile environment with a team to accomplish our tasks

Full Stack Web Developer, Pisces Research Project Management (Pisces RPM)

September 2020 - Present

- Developing a new dynamic web application which captures live data from multiple sources such as websites and twitter.
- Managing all the AWS backend server aspects including the CI/CD of the project.
- Languages: HTML, CSS, JavaScript, Python | Tools: Django, Git, AWS

Internship, Centre for Ocean Ventures & Entrepreneurship (COVE)

July – August 2020

Pisces RPM - May 1st-June 31st

- Developing a new dynamic web application which captures live data from multiple sources with an interdisciplinary team.

COVE - July 1st – August 27th

- Designed a low cost underwater profiler robot to be used in school to teach grades 7-12 about ocean robotics.
- Assisted the team by developing more in-depth “tenant profilers” to help COVE better understand their tenants needs.

- Set up and operated primarily Lighting, Audio, and Video as a team or alone depending on the client's requirements.

Achievements

Most related to theme award, Shiftkey Labs – GameJam

September 2019

- I won the award for my game being the most related to the theme of the September 2019 game jam.

MATE ROV international competitors, Nova Underwater Technologies

2017-2018

- My team qualified for internationals by winning both the 2017 and 2018 regionals MATE robotics competitions within the ranger class.

Core Maker of the Year, Windows Developer Awards

May 2017

- My MATE robotics team won the first Microsoft Windows Developer Awards in 2017 for building a really cool underwater robot around the Windows IoT operating system.

Personal Projects

For a full list of my projects visit my website – EllisKL.me

Peg Wheel Launch: C#, Unity

December 2020 - present

- Peg Wheel Launch is a 2D side scroller developed for mobile. Players are to try and beat their high score by launching a ball from peg wheel to peg wheel before the time runs out.
- This game is published on the Google Play Store

Space-Craft: Unity, C#

April 2020 – Present

- A work in progress game which allows you to build 2D space crafts out of blocks and components to fly around.
- The game will have an arcade style game mode to survive as long as possible while you defend your ship.

Dalhousie MATE ROV Team Website: HTML, CSS, PHP, WordPress, Bootstrap

Oct 2019 – Feb 2020

- Fully developed the website for the Dalhousie MATE ROV which was used to help get sponsors for the team.
- The site was developed by making a completely custom Wordpress theme which allows for easy expandability in the future.

Interests

Video Production, Photography, Gaming, Computer systems, Programming, 3D Printing/Modeling, Sailing, skiing

References Available Upon Request