Ellis Keener-LaCroix

Education

Bachelor of Computer Science - Dalhousie University, Halifax, NS

September 2019 – Present

Skills

Technical

Programing Languages

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

Operating systems

Windows, Linux, MacOS

Tools and Frameworks

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

Professional

Leadership skills have been developed working at PiscesRPM while managing a team of co-op students developing a web application I'm co-leading on. **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

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

September 2020 – Present

- Co-Leading the development of a new web application which is designed to help make research reporting easier for the researcher
- Managing and co-working with a team of co-op students to work effectively and efficiently in developing a full stack web application.
- Created and managing the AWS server architecture.
- Created and maintaining the database model.
- Leading a team of co-op students working on this web application
- Languages: HTML, CSS, JavaScript, Python | Tools/frameworks: Django, Git, AWS, VueJS

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

Internship, Centre for Ocean Ventures & Entrepreneurship (COVE)

July 2020 - 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.

Production Technician, Dalhousie Student Union

Sept 2019 - Present

• 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

My two person team won the award for making the game with the most related gameplay to the theme

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 – <u>EllisKL.me</u> NotCraft: C++, OpenGL

January 2022 – Present

- A personal project to attempt to replicate as many Minecraft features as possible in C++ OpenGL to learn as much as possible about OpenGL
- I like figuring out how the graphics card communicates with the rest of the computer

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