Eric Ruxton

Skilled and experienced software developer with expertise in building robust backend systems, managing large databases, and integrating cloud monitoring and deployment tools.

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HIGHLIGHT OF SKILLS

Languages: C, C++, C#, JavaScript, TypeScript.

Frameworks: React, Nest, Vue, EJS, ASP.NET Core, WPF, WinForms. **Databases:** SQL (MySQL, MSSQL, SQLite3), NoSQL (Mongo, Firebase).

Tools: TypeORM, Git, Docker, Terraform, AWS, Azure, OA3.

WORK EXPERIENCE

Full Stack Developer

Proteus Development Co - Toronto Ontario (Remote)

January 2022 - Current

- Build, maintain, and deploy REST APIs to GLI compliance standards.
- Create efficient data feeds capable of normalizing streams from multiple sources. Implemented refactors which reduced process time from ~8 minutes down to ~30 seconds.
- Replaced manual deployment process with Terraform Blue-Green Canary deployment, eliminating downtime between releases.

Device Support & Desktop Technician (Co-op)

St Mary's General Hospital - Kitchener Ontario

September 2019 – August 2021

- Created and managed Active Directory user accounts and group access.
- Imaged and deployed Windows 7, 8.1, and 10 workstations and laptops on a large scale.
- Developed scripts for remote application deployment.

Help Desk Technician (Work study)

Conestoga IT Service Desk - Kitchener Ontario

December 2018 - May 2019

- Worked through high level device and account troubleshooting with end users
- Provided Active Directory user account support

EDUCATION

Computer Applications Development – Conestoga College, Waterloo Ontario.

May 2021 - December 2021

- Graduated with distinction.
- Learned how to build computer, web, and database applications using modern technologies, and following systems analysis and design philosophies.

Computer Engineering Technology – Conestoga College, Cambridge Ontario.

September 2017 - April 2021

- Selected to represent Conestoga at the Ontario Skills competition.
- Learned how to design, build, test and repair computer and electronics systems applying both hardware and software concepts of embedded systems design through hands-on, project-based learning.