

# Finlay Cooper

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## Education

Western University, London ON

Sept 2022 – June 2026

Bachelor of Engineering, Software Engineering

- **Dean's Honour List.**
- **Relevant Coursework:** Data Structures & Algorithms; Operating Systems; DBMS; Networking; Software Design & Construction; Requirements & Analysis; Web Technologies; Microprocessors & Digital Logic.

## Experience

Software Developer Intern, Broadgrain Commodities — Toronto, ON

Summer 2025

- Sole developer for **end-to-end rebuild**—assessed the legacy prototype and paper workflows, met with operators/managers, prioritized a backlog, and shipped iterative releases from feedback.
- Built for plant operations: **inspection forms, certificates, and reporting** with tablet-first data entry, PDF output, and SharePoint delivery.
- **TypeScript React/React Native (Expo)** frontends for tablets and web; streamlined flows and improved UX.
- **Node.js/Express, MySQL, LLMs (MCP):** backend (auth, PDF generation, SharePoint), schema design, and automated legacy migration.
- Deployed on Broadgrain's data centre (**pm2/IIS deployment** on remote desktop); wrote maintenance scripts/runbooks and trained the new owner for handoff.
- Impact: **15% faster (refactored); 75% faster (digitized).**

## Projects

CloudCopier — Cross-Device Clipboard Sync | [github.com/FinlayCooper/CloudCopier](https://github.com/FinlayCooper/CloudCopier)

2024–2025

- **Cross-platform clipboard sync** (Windows–iOS): C# Windows client, Node.js server (API keys, Docker), and Swift/SwiftUI iOS app.
- Supports **all common file formats** (text, images, docs, media, etc.), offline queuing, and secure self-hosting.
- **Format normalization, deduplication, and rate-limited polling with retries** for reliable cross-platform sync.
- Set up **CI/CD** for auto-builds and redeployments to a cloud platform on push.

Travel Planner — Full-Stack Web App | [github.com/FinlayCooper/TravelPlanner](https://github.com/FinlayCooper/TravelPlanner)

Fall 2024

- **JWT-secured React + Node.js (Firestore)** for collaborative planning and scalable storage.
- Deployed on **AWS EC2**; tuned for responsiveness and reliability.
- Implemented **modular components and server-side validation**, with robust error handling and pagination for core views.

Against the Machines — 3D Unity Game | [github.com/FinlayCooper/Against-the-Machines](https://github.com/FinlayCooper/Against-the-Machines)

Fall 2023

- Built a three-level **Unity/C# action game**; implemented player controls, enemy AI, and physics-driven interactions.
- Delivered in three **Agile** sprints with weekly stand-ups, demos, and retrospectives.

## Skills

**Languages & Frameworks:** TypeScript/JavaScript, Java, C#, Python, C++, SQL; React/React Native, Node.js, Express.js, Swift/SwiftUI, Unity

**Tools & Platforms:** MySQL, Firestore, PostgreSQL, MongoDB; Azure/SharePoint, IIS, Nginx, Docker, Git, CI/CD; Networking (IP, Routing & Switching)

## Interests

**Hobbies:** Hockey, Football, Chess, Weightlifting, Game Development,

**Languages:** English, French