

Finlay Cooper

fcooper4@uwo.ca • (647) 963 2667 • LinkedIn • GitHub • Portfolio

Education

Western University, London ON Bachelor of Engineering, Software Engineering	Sept 2022 – June 2026
• 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	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 redeloys to a cloud platform on push.	
Travel Planner — Full-Stack Web App 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	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