

Eros Di Pede

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EDUCATION

Honors Bachelor of Computer Science, Computer Game Development Stream Minor in Entrepreneurship, Co-op Option

Carleton University, Ottawa, ON (September 2016 – Present)

- 4 Year Undergraduate, CGPA 9.11/12 (B+)
- 85 – 89.9% Admission Average Entrance Scholarship (2016 – 2017)
- Expected to Graduate April 2021

AVAILABILITY

Available for 4 months beginning April 2019

RELEVANT SKILLS, EXPERIENCES, AND ACCOMPLISHMENTS

Technical Skills

- Developed web pages, several computer games, hardware, and software in both Windows and Linux using various languages, environments, and frameworks including HTML, CSS, Javascript, C, C#, C++, Java, Gamemaker Language, XML, Python, ASP.NET, Node.js, and Arduino
- Created and implemented various enemies in a video game project called Chaos, each having their own behaviors and attack styles which was achieved using finite state machines and pathfinding

Communication Skills

- Assisted in the presentation of a completed video game to a panel of judges and over 120 students, explaining the core mechanics of the game, and game design decisions to win a game making competition
- Instructed students at a traditional karate studio from ages 4 and up, teaching them practical skills such as self-defense as well as life skills including confidence and respect
- Conveyed my own ideas while also listening to other people's ideas when working in a group setting to reach a common goal without conflict

WORK EXPERIENCE

Student Web Developer

Canadian Food Inspection, Ottawa, Ontario

Apr. 2018 – Aug. 2018

- Developed an internal form catalog application utilizing a variety of tools including ASP.NET MVC 4 with C#, and other languages including Javascript, HTML, and CSS to provide CFIA employees a means to order physical copies of forms
- Performed quality assurance on various forms utilizing functional testing and unit testing to ensure that forms were both functioning properly, in addition to confirming that web pages were completely accessible according to WET 4 guidelines

**Karate Instructor
2017**

Jan. 2014 – Aug.

Prodigy Martial Arts, Mississauga, ON

- Instructed Karate classes for students 4 and up, teaching them lessons of both physical and mental benefits including self-defense, confidence, discipline, and respect
- Cooperated with other instructors to create new and inventive ways to teach children traditional karate to keep them engaged in a fun way

APPLIED PROJECTS

Team Leader

Jan 2018 – Present

Scrambled Eggs

- Built an android application utilizing Java and XML in the Android Studio environment that provides users a variety of features related to video games including daily recommendations, randomly generated recommendations, and a questionnaire that determines games to recommend based on the users answer, which in combination ideally expands users game library
- Developed a parser used to read a custom-made XML document used to hold all the games that can be recommended to ensure that quality recommendations are made for users

Team Leader

Nov. 2017 – Dec. 2017

Cooking Central

- Built a web page, web app, and server using a variety of languages including HTML, CSS, Javascript, and XML while utilizing the MongoDB database to develop a webpage that allows users to search for recipes that they can make with certain inputted ingredients or spices
- Created a server using the Node.js environment in addition to the Node.js module Express to allow users to reach a single page application while additionally, incorporated client to server communication, as well as server to database communication which allowed users to search ingredients or spices and be provided a list of recipes they can make with those ingredients or spices

Team Member

Jan. 2015 – Dec. 2015

Chaos

- Programmed and aided in the design of a full-fledged action arcade shooter, developed using the Gamemaker Language for a competition held at Sheridan College of more than 30 teams
- Designed and implemented a variety of enemies which each had their own unique behaviors including movement styles, attack methods, and with the aid of finite state machines resulted in the creation of a game that was both a challenging and entertaining experience

VOLUNTEER EXPERIENCE AND EXTRA-CURRICULAR EXPERIENCE

Carleton University's Code Guru Hackathon
Carleton University's Hack All The Things 2.1
Black Belt in Okinawan Goju Ryu Karate
Outreach Trip to the Yukon Territory
2016
Global Game Jam

April 2017
August 2018
13 Years of Experience
May 15, 2016 – May 23,
January 26, 2018 - January 28, 2018