Eros Di Pede

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EDUCATION

Honors Bachelor of Computer Science, Computer Game Development Stream
Minor in Entrepreneurship, Co-op Option   September 2016 - Present
Carleton University, Ottawa, ON
- 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 September 2018

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, Bootstrap, 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 various web pages for the inspection.gc.ca website utilizing a variety of tools including ASP.NET with C#, and other languages including Javascript, HTML, and CSS to fulfill client requirements
- Tested various forms for quality insurance utilizing functional 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   Jan. 2014 – Aug. 2017

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

Game Hive

- 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   April 2017
- Black Belt in Okinawan Goju Ryu Karate   13 Years of Experience
- Outreach Trip to the Yukon Territory   May 15, 2016 – May 23, 2016
- Global Game Jam   January 26, 2018 - January 28, 2018