

Eros Di Pede

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EDUCATION

Honors Bachelor of Computer Science, Computer Game Development Stream

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 on both Windows and Linux systems using various languages, environments, and frameworks including HTML, CSS, JavaScript, Node.js, React.js, ASP.NET, C, C#, C++, Java, Gamemaker Language, XML, Python, 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 path finding

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, self control, 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

Statistics Canada, Ottawa, Ontario

Sept. 2018 – Dec. 2018

Developed a variety of React.js components for a project called the 'Innovation Radar', a single page web application with the goal of promoting innovation throughout Statistics Canada

Created various queries and mutations utilizing GraphQL to communicate with a PostgreSQL database to update, create, and retrieve data entries

Developed unit tests for the 'Innovation Radar' utilizing Cypress to test functionality throughout the application

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 the 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

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 with 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 expands users game library

Developed a parser used to read a custom-made XML document which holds 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 web application 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

Carleton University's Hack All The Things 2.1

August 2018

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