**Nicole Garrow**

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**Technical Capabilities**

* Programming/Markup/Scripting: Java, C# & .NET, C++, Swift, HTML, CSS, PHP, JS, SQL, Xamarin, Bash, Power Shell, Groovy
* Database Related: Access, SQL, mySQL, mySQLi, Microsoft SQL Server Management Studio, SQL Developer
* OS: Linux(Ubuntu, Fedora), Windows XP through 10, iOS
* DevOps Related: Jenkins, UCD, Openshift, Prometheus
* Other: Visual Paradigm, Github, TFS, Active Directory, VMWare Workstation, Windows Server Manager

**Education**

*In Progress* **Advanced Diploma: Computer Systems Technology - Systems Analyst** (January 2018 – Present)

Sheridan Institute of Technology and Advanced Learning, Brampton

* Enrolled in a unique 3-year co-op program that will develop my abilities in programming, networking, database, project management, object-oriented methodologies, and web technologies
* Social Media Manager for WISE Club at Sheridan College

*Completed* **Diploma: Video Game Design and Development** (2014 – 2016)

triOS College, London

* Enrolled in a 2-year internship program that helped to develop my skills in computer programming
* Completed the program with strong academic standing. (3.48 GPA)

**Relevant Employment Experience**

Technical Systems Analyst – Platform Engineering Toronto

*RBC* September 2019 - Current

* Spearheaded the first Jenkins pipeline project for the DNA Platform Engineering team.
* Rewrote the Jenkins pipeline in order to better serve our team.
* Learning and documenting the entire Jenkins pipeline (Jenkins, UCD, Aqua, Openshift)
* The continuation of the work I have done will result in the group moving to Prometheus for monitoring, ultimately speeding up team capabilities, and increasing productivity in regard to monitored servers.

Help Desk Operator Guelph

*Agricorp* January 2019 - April 2019

* Used TFS to create, monitor, and close tickets.
* Communicated regularly with both local and long-distance customers.
* Worked with active directory to manage permissions and groups, as well as create and remove users.
* Worked to troubleshoot and solve problems for a large variety of both software and hardware.

Junior Unity Game Programmer London

*Tiny Titan Studios* April 2016 - August 2016

* C# scripting with Unity Game Engine
* Rapid prototyping of mobile games

Mobile Developer London

*Coder Scoop Inc.* August 2016 - February 2017

* Several Mobile App Contracts using Xamarin, or Android Studios
* App design, development, testing

Web Developer Strathroy

*Kaley Lewis Photography* April 2016 - October 2017

* Created and maintained a website that met the photographer's requirements
* Used HTML5, Bootstrap, CSS, and JavaScript