Rhys Rustad-Elliott

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Education

University of Toronto   Sep 2016 – Present
Candidate, Honours Bachelor of Science in Computer Science (Expected graduation in 2020)
- 3.88 / 4.0 cumulative GPA
- Recipient of an entrance scholarship for having an admission average greater than 90%

Work Experience

Hootsuite Media Inc., Vancouver, BC   Jul 2016 – Aug 2016
High School Summer Technical Student
- Performed a variety of front-end web development tasks for the Hootsuite Publisher
- Created a UI test for the Hootsuite Bulk Composer using an in-house UI testing framework
- Fixed Content Security Policy related issues in Hootsuite's Chrome extension
- Participated in daily agile scrum stand-up meetings with the Hootsuite publishing team

False Creek Community Centre, Vancouver, BC   Feb 2013 – May 2016
"Build a PC" Course Creator/Instructor
- Taught groups of 3-6 children aged 9-13 how to build a standard ATX desktop PC
- Created step-by-step course content and lessons

Free Geek Vancouver, Vancouver, BC   Sep 2011 – May 2016
Volunteer
- Tested, built and refurbished computers and electronics to be sold or donated to community groups
- Dismantled computers and electronics for ethical recycling
- Troubleshot hardware and software problems affecting desktop computers undergoing refurbishment
- Educated new volunteers on proper procedures around building and refurbishing desktop computers

Projects

SentiSocial (github.com/SentiSocial)   Jan 2016 – Present
- Developed a social media based news aggregation and sentiment analysis tool in a team of four
- Worked on the backend, using Node.js, Express.js, MongoDB and Twitter APIs

Open Flood (github.com/GunshipPenguin/open_flood)   Dec 2015 – Present
- Developed a flood-fill puzzle game Android application
- Released Open Flood on The Google Play Store, getting more than 4000 downloads in total

Corridors.io (github.com/GunshipPenguin/corridors.io)   Aug 2014 – Present
- Created a first-person 3D maze game using the Three.js WebGL library

Skills

- LPIC-1: Linux Administrator Certification
- Proficient with Python, JavaScript and Java
- Working knowledge of C/C++ and Lua
- Knowledge of Android development
- Understanding of command line Git
- Solid grasp of algorithms and data structures

Awards / Achievements

- Placed 28/126 at the 2016 East Central North America ACM-ICPC Regional Programming Contest
- Achieved a perfect score on the 2014 Junior Canadian Computing Competition
- Placed in the top 25% of competitors on the 2015 Fermat Math Contest
- Eric Hamber Secondary School Graduation Award for achievement in Computer Science