

# Rhys Rustad-Elliott

Vancouver, BC / Toronto, ON

me@rhysre.net

linkedin.com/in/rhysrustadelliott

github.com/GunshipPenguin

## Education

---

### University of Toronto

Sep 2016 – Present

Candidate, Honours Bachelor of Science, Specialist Program in Computer Science (expected graduation in 2020)

- 3.58 / 4.0 cumulative GPA
- Recipient of an entrance scholarship for an admission average greater than 90%

## Work Experience

---

### Hootsuite Media Inc., Vancouver, BC

Jul 2016 – Aug 2016

Software Engineering Intern

- Performed a variety of frontend 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
- Troubleshoot hardware and software problems affecting desktop computers undergoing refurbishment
- Educated new volunteers on proper procedures around building and refurbishing desktop computers

## Projects

---

### Shallow Blue (github.com/GunshipPenguin/shallow-blue)

Jun 2017 – Present

- Developed a UCI chess engine in C++11
- Implemented bitboard based move generation and alpha-beta minimax search

### SentiSocial (github.com/SentiSocial)

Jan 2016 – Present

- Developed a social media based trend analysis application 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 6000 downloads in total

## Skills

---

- LPIC-1: Linux Administrator Certification
- Proficient with Python, JavaScript and Java
- Working knowledge of C, C++ and Lua
- Knowledge of Android development
- Experience with Node.js
- 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