Jack Guinane

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Freelance Developer, 2018 — Present

Worked with a range of businesses to develop mobile, web, and software applications. Involved consulting with clients, planning & managing large software projects, and full-stack development. Projects included:

- Android and iOS inventory management app, commissioned by Etobicoke Iron Works
- Provided SEO services for Mobile Canine Care, resulting in a 96% mo/mo increase in traffic
- Web design and development for Knowledge Tree Consulting

Teaching Assistant, 2018

TA for Prof. Wendy Powley's CISC 121 Intro to Computer Science II class (Queen's University), during the Winter and Fall semester.

- Graded programming assignments, proctored midterms
- Held office hours and interacted with students one-on-one
- Taught students programming and programming best practices

Outdoor Painter, 2016 — 2018

Owner and operator of outdoor painting business.

- Acquired clients and professionally communicated with them throughout the process
- Planned and budgeted jobs, up to \$5000 each
- Responsible for handling administrative tasks (invoicing, WSIB)
- Also gained work ethic, painting outdoors all day

IT Specialist at Doctor's Office, 2017

Spearheaded the digitalization of past medical records for Dr. Amy Leigh Grant and Dr. Karyn Sheldon.

- Organized and scanned hundreds of medical files
- Developed custom scripts (in AppleScript) to assist in the task

Queen's University, 2016 — 2020

Currently pursuing a Bachelor of Computing (Hons.), Specialization in Computer Science

- 3.45 cumulative GPA
- Dean's List, 2017-2018
- Queen's Excellence Scholarship

Northern Secondary, 2012 — 2016

High school diploma

- Graduated from Gifted program
- Honour Roll with Distinction
- Ontario Scholar

Skills

Java, C, Python,
Haskell, Bash, Prolog, Dart,
JavaScript, jQuery, HTML, CSS,
HTTP, JSON
Web design and User Experience
design (UX)
Full-stack and front-end development
Mobile development in Flutter
Databases with Firebase and MySQL
Academic writing
CPR-B and Bronze Cross
American Sign Language (level 2B)
Positive Space training
Version control using Git
System Level Programming in Unix

Selected Projects

Here are some of the things I've been working on lately. Visit my <u>website</u> or <u>Github profile</u> to see more.

Wherehaus

Dart, Flutter, JSON, Firebase

Wherehaus is a cross-platform mobile application. It was commissioned by Etobicoke Iron Works to solve their growing inventory issues. The app allows employees to snap a photo of an inventory item, saving its location and information digitally. This project was completed over the summer of 2018.

- Among the first ever commercial apps developed using Flutter
- Stores data and images using Firebase's Realtime Database
- Gained experience in project management and Software Architecture



See full project on Github

Magic Smike (https://guinane.xyz/Magic-Smike/)

JavaScript, HTTP, JSON, CSS, Chart.js, Here Mapping API

Magic Smike is an internet-connected bicycle. The rider's GPS route and speed are recorded and stored, and then saved to a server. This website dynamically displays the rider's trip data to them. It was completed during the fall of 2018.

- Web content loaded from server using HTTP
- Rider's journey mapped out, and their speed over time graphed
- Gained experience with JavaScript APIs and HTTP requests



See full project on Github

Spotted (https://spotted.site/)

CSS, Liquid, HTML, JavaScript

Spotted is a website featuring guilds on how to take care of house plants. I completed this project over the summer of 2018.

- Developed custom CMS using Liquid and Jekyll
- Styled by hand in vanilla CSS
- Responsive web design
- Gained experience in Web Accessibility



See full project on Github

FoodBox

Java, Swing, Arduino

FoodBox is a IoT cat feeder. Using a GUI built in Java, the user can set scheduled feeding times, which get sent to an Arduino controlled cat feeder. This project was completed in 2016 for Gr. 12 AP Computer Science, and received an A+.

- Material Design UI, built from scratch in Java's Swing framework
- Object-orient software architecture
- Gained experience developing GUIs & Serial communication interface



See full project on Github