

# Isaac Watt

3B Computer Science

isaacwatt.me

IsaacWatt

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## SKILLS

**Languages:** C/C++, JavaScript, SQL, Swift, HTML, CSS/SASS

**Libraries & Frameworks:** Node.js, React.js, D3.js, UIKit, Qt

**Technologies & Tools:** Git, Bash, Firebase, MySQL, WordPress

## EXPERIENCE

### CTRL V SOFTWARE DEVELOPER

Winter 2019 | Waterloo, ON

- Created the Account Ctrl web app and a customer account API using **Node**, **React**, and **PostgreSQL**, allowing over **14,000** customers to view gameplay data and update waivers
- Wrote an email scheduler using **Nodemailer** and **Pug.js**, reducing time taken to personalize emails sent to customers by over **30%** by automating the process via templates

### SIMPLISTICS WEB DEVELOPER

Summer 2018 | Kitchener, ON

- Created **PHP** frontend partials styled with **SASS** to be used on a variety of **WordPress** sites
- Built a Gift Card plugin and interface using the **WooCommerce** API, generating over **\$1000** on an Ecommerce website in the first month it was active
- Created a User Management plugin using the **Slack** and **Mailchimp** API's, to support communications between over **1500** users on the front and backend of a social platform
- Designed and implemented a **MySQL** database schema and admin panel for a web app which organized the relationships between wards, officers, and schools in Toronto

### CITY OF BROCKVILLE GIS DEVELOPER

Summer 2017 | Brockville, ON

- Converted **AutoCAD** drawings to GIS format involving data format conversion, and geometry verification
- Used **ArcMap** and ArcGIS Online as data visualization tools to create maps and web map applications such as **St. Lawrence Park**, and **Outdoor Brockville**
- Wrote a **Bash** script which ran as a cron job to automate the process of backing up GIS data

## PROJECTS

### QUICK CODE Node.js, React.js, Python

- Created a Web IDE which converted spoken pseudo code into JavaScript leveraging **Microsoft Azure's** web and cognitive services
- Won the **Best Voice Biometrics Hack** and the **Wolfram Award** at nwHacks 2019

### ORB GAME Lua, Gideros

- Created an orb launching game using **Lua** with the Gideros mobile environment.
- Used the **Box2D** engine to implement the physics and collision logic

## EDUCATION

### UNIVERSITY OF WATERLOO BACHELOR OF COMPUTER SCIENCE

September 2016 - April 2021 | President's Scholarship

**Relevant Courses:** CS341 (Algorithms), CS370 (Numerical Computation in **Matlab**), CS350 (Operating Systems in **C**), STAT332 (Statistical Programming in **R**)