Justin V. Scott

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Portfolio @ www.jvscott.net

Skills

- Developing and maintaining software systems in C++ and C#
- Experience in other languages including C, Ruby, JavaScript, and Java
- Strong focus in OpenGL and DirectX graphics
- Excellent organizational skills and self-planning
- Practiced interpersonal and communication skills within a team

Work Experience

Web Developer - Constructive Media
September 2008 - April 2009

- Designed, developed, and maintained a large MVC application using Ubuntu with Ruby on Rails, jQuery, and MySQL
- Continually adapted to cutting edge technology and utilized the modern philosophies of Agile development, Scrum, and Test Driven Development
- Created vital sections of Partnerpedia, such as the dynamic image generation system which made the Private Networks possible
- Performed under demanding deadlines to create an excellent product

Quality Assurance - Business Objects
April 2007 - August 2007

- Thoroughly tested Crystal Reports to meet the demands of small to enterprise businesses on an international level
- Applied close attention to detail to ensure smooth operation for end users
- Communicated effectively with my team remotely, overcoming the problem of distance to form an efficient team

Volunteer Data Entry - BC Hydro
March 2005

- Electronically relocated and tracked over 5000 missing telephone poles
- Exceeded expectations and was given the task of checking others' work

Projects

CityGen	Implementation of grad-level procedural city generation
20 Day Engine	3D game engine built in DirectX 9 on a 20 day deadline
Mystery Island	2D tile game utilizing procedural terrain and unique lighting

Community Involvement

SFU Dance Club

Senior member (2006 to 2008) and President (Sept. 2007 to Feb. 2008)

SFU Computing Science Student Society

Active member (2005 to present)

SFU Game Developers Club

Active member and friend of the co-founders

Education

Simon Fraser University
September 2005 - September 2010

- Computing Science major with a focus in graphics

Thomas Haney Secondary School
September 2000 - June 2005

- Unique, self-paced system where goals are set by the student to achieve the requirements for graduation, much like university
- Responsibility and self-motivation needed to succeed
- Honor Roll (80%+) in Gr. 9 / 10
- Principal's List (90%+) in Gr. 11 / 12

References

References available on request.