

James Bundgard

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Summary of Qualifications

Software developer with 3+ years of programming experience. My interests range from Web development to quantum computing, with a passion for high-quality software development.

Projects

FOOD REMINDERS | 2019

- An android app developed in **Kotlin** using **Android Studio** which tracks food expiry dates.
- Sends **custom notifications** when food items are going to expire, reducing food waste.
- Reads and writes to the **filesystem** to store users' entries and display them in sorted order.

PERSONAL WEBSITE | 2019

- A portfolio developed in **HTML, CSS, and JavaScript** to exhibit my web development abilities.
- Animated using **Bootstrap 4 and jQuery** to be user-friendly on both desktop and mobile.
- Developed using **Git/GitHub** as source control to allow better testing and track changes.

BATTLESHIP: VENGEANCE | 2018

- A 2D Battleship game created in **Python** to practice **object-oriented software** development.
- Implements a **minimalist UI** created using **Pygame** to improve user experience.
- Maintains a list of user high scores against the enemy computer algorithm for the leaderboard.

Experience

QA SPECIALIST | MIKUTECH / JOYDROP LTD. | 2019

- Developed a **Node.js** server to run a **RESTful API** that handled over **200 user signups**.
- Created a **PostgreSQL** database to record user information and interact with the server.
- Wrote various in-house tools with **.Net Core and Blazor**, as well as **React and TypeScript**.
- Improved a custom **Python** utility that helped prevent **Mercurial** merge conflicts.
- Updated the company's websites on **AWS** and deployed fixes using a **Jenkins** build pipeline.
- Designed and implemented **unit, integration, and regression** tests for various projects.
- Worked in an **Agile** development environment and tracked issues with **FogBugz**.

PROGRAMMER | FIRST ROBOTICS TEAM 5288 | 2017-2018

- Updated and maintained robotics code written in **Java** as part of the programming sub team.
- Experimented with **vision processing** and **machine learning** to autonomously track objects.

Education

BACHELOR OF COMPUTER SCIENCE CANDIDATE | UNIVERSITY OF WATERLOO

- Member of the UW Computer Science club; In term 2A.
- Relevant courses: Elementary Algorithm Design and Data Abstraction (Advanced Level), and Object-Oriented Software Development.