Guelph, ON

James Rush

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Skills

Languages	Development Tools	Software	Practices	Libraries / Frameworks
• C / C++ / C#	• Git	• Azure / Jira / Trello	• Windows / macOS	• Flutter
• Js / TypeScript	• CMake / Make	• Unity Game Engine	• Agile Lifecyle	• React
• Python	• Postman	• Visual Studio / IntelliJ / Eclipse / Android Studio	• GUI Design	• Angular
• Java	• Terraform	• MS Azure	• Microservice Architecture	• Selenium
• Dart	• JUnit / CppUnit	• Blender	• Regression / Integration Testing	• Node.js
• SQL	• CGDB / GDB			

Work Experience

Full Stack Software Developer - Purolator Digital Lab
January - August 2022

- Developed **Purolator Delivery Pro** last-mile parcel delivery mobile and web applications (App Store: apple.co/3lNINtR)
- Purolator Delivery Pro makes package delivery easy and is used by dozens of Purolator's partners across Canada.
- Added feature requests such as localization, advanced parcel search filtering, agency management, and delivery reporting.
- Worked with product design team and business side to implement new UI designs and features.
- Created team tools such as a barcode utility in **Python,** and an internal support group web application in **Angular**.
- Integrated applications within existing Purolator infrastrucuture such as **ServiceNow**, **AWS**,

QA Developer - Purolator Digital Lab
May - September 2021

- Discovered, documented, and resolved with bug reproduction and resolution.
- Conducted cross-platform testing, developed API testing suites using **Postman** and integrated them into **Azure** pipelines.
- Developed **UI integration tests** using flutter libraries to verify use case requirements.

QA Developer - The Co-operators
September 2020 - January 2021

- Executed automated tests for **Guidewire PolicyCenter**.
- Developed and maintained **Selenium** and legacy **QTP** regression test suites for multiple products.
- Discovered critical defects in production environments and wrote documentation detailing testing software functionality.

Programming Projects

Backgammon in Unity
Desktop Game

- Collaborated in a team to recreate the classic board game using **Unity game engine**.
- Contributed to gameplay code in **C#**, art and asset design using **Blender** and **Aseprite** in a pixel art style.
- Implemented game logic, project management tools, HOST GAME ONLINE SOMEWHERE.

SVG Image Editor
Web App

- Built a web-based SVG image editor with a **JavaScript / HTML** front-end, **C** back-end, hosted on a **Node.js** server.
- Web **GUI** allowed for viewing, manipulation (e.g. adding / changing components), saving and deletion (using **SQL**).
- Implemented an SVG parser and validator API in **C** using the **libxml2** library.

Education

University of Guelph	Sept 2018 - Jan 2024	**Guelph Collegiate Vocational Institute**	Sept 2014 - Jun 2018
Major in Computer Science CO-OP		Ontario Secondary School Diploma	
Candidate for Honours Bachelor of Computing		International Baccalaureate (IB) Diploma	