

James Robinson

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<https://jamesrobinson160552.github.io/>

Education

Bachelor of Computer Science

September 2020 - May 2024

Acadia University, Wolfville, Nova Scotia

- GPA 4.26/4.30

Bilingual IB diploma (English and French)

September 2017 - April 2020

Cobequid Educational Centre, Truro, Nova Scotia

- IB score of 35
 - Honours with distinction
 - DELF B1 certification
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Skills

- Can create mobile and PC games independently and with a team in Unity
 - Skilled in programming languages including Python, Java, C, and C++
 - Able to build and maintain web-based applications with or without React or Vue
 - Experienced with Microsoft Excel, Word, Outlook, and PowerPoint
 - Familiar with machine learning techniques and libraries in Python
 - Knowledgeable about data structures, algorithm design, and OOP design patterns
 - Able to analyze complex problems and find novel solutions
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Work Experience

Teaching Assistant - Analysis of Algorithms

January 2024 - April 2024

Acadia University, Wolfville, Nova Scotia

- Corrected and gave feedback on students' assignments
- Assisted students in understanding the course material
- Communicated regularly with students and the professor

Lead Programmer - *Rock On, Raccoon!*

May 2023 - August 2023

MassDigi, Worcester, Massachusetts

- Successfully took a mobile game from conception to launch over 10 weeks
- Led a 3-person Unity programming team using Kanban and Plastic
- Interfaced and collaborated with art, design, and audio teams
- Implemented best practices of source control and code documentation

Residence Assistant

August 2021 - April 2023

Acadia University, Wolfville, Nova Scotia

- Planned and organized monthly events
- Created and updated documentation of student behaviour
- Completed regular patrols of the building

IT Assistant

May 2022 - August 2022

Agriculture and Agri-Food Canada, Kentville, Nova Scotia

- Provided daily equipment support to researchers
 - Used Active Directory to oversee digital resources
 - Created and managed tools in Powershell and online
 - Managed the surplus of old equipment and introduction of new models
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Volunteer Experience

Treasurer, VP Events

September 2022 - April 2024

Acadia Computer Science Society

- Oversaw management of society funds, including budgets and funding requests
- Planned and facilitated regular events for students
- Actively participated in weekly meetings with other executives
- Hosted a weekly tutoring session for CS students

President

September 2023 - April 2024

Acadia Game Development Club

- Founded the organization with the Acadia Student Union
- Led a team of executives in meetings and club operations
- Facilitated events in collaboration with other clubs and external partners
- Created and managed lines of communication with students