

Joe Binns

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Professional Summary

- 4th-year Year Computing science student with a strong set of interpersonal and technical skills accumulated across customer-facing positions in sales, financial services, as a technician, and most recently a software developer.

Skills and Abilities

- Expert in problem-solving, client service, and team collaboration.
- Adaptable to team and independent work environments, with leadership skills honed as a soccer team captain.
- Solid grasp of programming concepts including algorithms, data structures, OOP, memory management, and documentation.
- Experienced in web, game, and app development (Git, Visual Studio Code, Unreal Engine, Android Studio, Unity, WordPress)
- Proficient with programming languages (Python, Java, C/C#/C++, HTML/CSS, JavaScript, PHP) and tools (Git, VS Code, Unreal Engine, Android Studio).

Personal Projects

- **AI-Powered Diet & Workout Planner | (FLUTTER, SUPABASE, GPT)**
 - Developed using advanced programming and AI techniques to offer personalized content, including a functional payment system. Available on both Play and App Store.
- **Mock Online Store | (HTML, CSS, JS, PHP, JQUERY, JSON)**
 - Developed an e-commerce platform featuring item listings, a shopping cart, and complete checkout functionality with backend integration.
- **Course Template Website | (WORDPRESS, JS)**
 - A client-facing website for the LT&I team at TRU showcasing various site templates for teachers and students alike with options to customize them to your own.
- **3D Hovercraft racing prototype | (C#, UNITY)**
 - 3D Hovercraft racing game prototype, with detailed movement controller and environments created with Gaea and GeNa.
- **First-person shooter | (BLUEPRINTS, UNREAL ENGINE 5)**
 - 3D person shooter with abilities, AI pathing/detection, respawns, and combat mechanics.

Educational Projects

- **Premier League Soccer App | (JAVA, SQLITE)**

- Developed a real-time stat tracking app using Android Studio and Java, featuring API integration and user customization options.
- **Business POS Prototype | (C#, VISUAL STUDIO)**
 - Developed with Visual Studio and C#, incorporating basic inventory tracking functionality.
- **Fantasy League Web App | (LUCIDCHART)**
 - Detailed SRS document outlining the creation, implementation, and maintenance of a large-scale fantasy league web app, utilizing various UML diagrams.
- **Local Food Business Website | (HTML, CSS, JS, PHP)**
 - Developed a real-time stat tracking app using Android Studio and Java, featuring API integration and user customization options.
- **Python Scripts | (PYTHON, VISUAL STUDIO CODE)**
 - Various scripts written to automate tasks and solve complex problems.

Education

BACHELOR OF COMPUTER SCIENCE | 2020-2025 | THOMPSON RIVERS UNIVERSITY

• Dean's List: Fall 2022, Fall 2023 | GPA: 3.42

Featured Experience

LEARNING TECHNOLOGIST (CO-OP) | THOMPSON RIVERS UNIVERSITY | APRIL 2023 - SEPTEMBER 2023 • Led web development initiatives from client consultation to launch, focusing on design, functionality, and database architecture.

- Developed and optimized web plugins, improving site functionality and user engagement.
- Managed, optimized, and modeled database systems for clients.

FIELD SERVICE TECHNICIAN | KELLY | DECEMBER 2022 - DECEMBER 2023

- Perform technical installation and maintenance of software and hardware.
- Utilize problem-solving skills to diagnose various system issues.

Additional Experience

SALES ASSOCIATE | VIRGIN MOBILE | JULY 2022 – DECEMBER 2022

- Troubleshooting and tech support for clients.

FINANCIAL SERVICE REPRESENTATIVE | CIBC | SEPTEMBER 2019 – SEPTEMBER 2020

- Handled a fast-paced work environment with strict deadlines.

CUSTOMER SERVICE REPRESENTATIVE | CIBC | FEBRUARY 2019 – SEPTEMBER 2019

- Consistent performer ranking in the top 5 CSR across Canada for the year.