Johann Wentzel

Mobile/Web Developer, Researcher, VR/AR Enthusiast

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Experience

Business Technology Analyst (Front-End Engineering Team) – Deloitte Canada
August 2017 – Present
- Created an iOS app for navigation and database interaction, including implementing OCR reading and SAP Cloud.
- Created an augmented reality eCommerce demo for industry clients using Unity and Node.js.
- Created a banking web-app for a client using Angular 4 and Salesforce.

Freelance Mobile/Web Developer – Self-Employed
April 2017 – August 2017
- Created the website for a comic book business, and implemented an eCommerce platform for digital purchases.
- Created news-reader apps for both Android and iOS, involving RESTful interactions with a Wordpress server.

User Experience Architect Intern – Critical Mass
May 2016 – August 2016
- Created interactive design prototypes for user testing, using code-based animation tools (*Framer.js, Principle*).
- Created and annotated user flows and wireframes for websites and software. (*Sketch, OmniGraffle*).
- Researched, prototyped, and internally implemented an online music game (Bootstrap/NodeJS).

Education

Bachelor of Science, Computer Science (First Class Honours) - University of Calgary
Bachelor of Commerce, Business Technology Management (with Distinction) - University of Calgary
Graduated April 2017
- **Computer Science***:* Concentration in Human-Computer Interactions, **GPA:** 3.85/4.0
- **Business Technology Management**: Haskayne School of Business, **GPA:** 3.85/4.0
- **Awards:** Haskayne School of Business Silver Medallion (highest GPA in major), Jason Lang Scholarship (academic merit), University of Calgary undergraduate scholarships, UCalgary CSUS Hackathon 2015 Finalist.
- **Activities/Clubs:** UCalgary Orientation, Alberta Youth Choir, UCalgary Musical Theatre, Beta Gamma Sigma.

Top Projects

Tang (Social Network)
Released July 2016
- Part of a 3-person team that created a time-limited, image-based social network.
- Finalist in JMH & Co. Pitch Competition , participant in Founders Space San Francisco.
- Developed the app's website including marketing and sign-up functions. (*HTML/CSS/JavaScript, jQuery/Bootstrap*)
- Worked on design, testing, and front-end development of the iOS app (*Swift, Objective-C, C#*)

Shared Presence (Undergraduate Honors Thesis)
Published October 2015
- Developed an augmented reality interface between Google Glass, Kinect, and a Baxter humanoid robot.
- Published findings in a scientific journal as first author, winning a Calgary Undergraduate Research Award.
- **Publication**: *"Shared Presence and Collaboration Using a Co-located Humanoid Robot"*
  http://dl.acm.org/citation.cfm?id=2814995

Skills

Technical   **Programming languages**: Swift, Objective-C, Java, HTML/CSS/Javascript, XML, C, C++, C#, Python, SQL, VBA.
Frameworks/tools: Xcode , Bootstrap, React, Angular 4, d3.js, jQuery, Wordpress, NodeJS.
Dev platforms: iOS, Android, Chrome/Firefox, Windows Phone, Mac OS, Scientific Linux.

Design   **UX:** Prototyping, storyboarding, user testing, and interaction design.
Tools: Sketch, Framer.js, Principle, Balsamiq Mockups, Adobe Creative Cloud.

Misc.   Computer building, custom Android ROMs, VR game development (Unity), VR/AR interfaces (Leap Motion, etc.)