

JOHN PAQUETE

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EXPERIENCE

JANUARY 2019 – MAY 2019

JUNIOR WEB DEVELOPER CO-OP, SANDBOX SOFTWARE, GUELPH, ON

Responsible for the creation of a website for a charitable organization using an in-house content management system.

Worked on the backend management system of an online storefront using ASP.NET MVC.

Implemented design specifications in HTML and CSS with LESS and SaSS.

MAY 2018 – JULY 2018

PROCESS DATA ANALYST CO-OP, UNIVERSITY OF GUELPH, GUELPH, ON

Responsible for developing a system that automated the process for selecting and assigning teaching assistants for the School of Computer Science.

Required the ability to convey instructions to people without any special knowledge in technical tasks.

MAY 2017 – DECEMBER 2017

MOBILE GAME DEVELOPER CO-OP, ADKNOWN, GUELPH, ON

Responsible for both developing and publishing mobile games for both iOS and android platforms using the Unity engine.

Collaborated on a team of six developers to create over 10 mobile games.

Expanded many practices and processes of development for the department such as quality assurance and training, eventually becoming the lead of QA.

JUNE – JULY 2016

DATA CORRECTIONS, R.R. DONNELLY, MISSISSAUGA, ON

Temporary position processing the government issued EQAO provincial assessments for all of Ontario ensuring that test data was captured accurately.

AUGUST 2013 – AUGUST 2015

MERCHANDISER, THE REAL CANADIAN SUPERSTORE, OAKVILLE, ON

Responsible for maintaining the houseware and health and beauty sections of The Real Canadian Super Store.

EDUCATION

MAY 2020

BACHELOR OF COMPUTING HONOURS (CO-OP), UNIVERSITY OF GUELPH

Major: Computer Science.

Related Coursework: Compilers, Cryptography, Computer Graphics, Operating Systems, Statistics, Object Oriented Programming.

SKILLS

Programming: C, C++, Java, C#, Python, OpenGL

Game Development: Unity, Android/iOS publishing, XNA

Web Development: HTML, CSS, LESS, SASS, Razer, SQL, NodeJS, JavaScript, ASP.NET MVC, Entity Framework

Systems: Linux/Unix, Windows