Justin Collier

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EDUCATION

Durham College   Oshawa, ON
Artificial Intelligence Analysis, Design and Implementation, Ontario Graduate Diploma   *August 2024*
- Recipient of Dean's List Academic Achievement: Awarded in all completed terms.

Durham College   Oshawa, ON
Computer Science, Ontario College Diploma   *April 2023*
- Recipient of Dean's List Academic Achievement: Awarded in all completed terms.

Ontario Tech University   Oshawa, ON
Bachelor of Game Design and Entrepreneurship, Honors Degree   *April 2020*
- OTU GameCon: Project Demonstrator in all four terms
- Co-op: Heavy Equipment VR Training Simulation

EXPERIENCE

VR Developer   January 2020 – May 2020
FN Immersive Innovation   *Toronto, ON*
- Worked within a team setting to plan, develop, demonstrate and deliver a VR Training Simulation within the Unity framework using C#.
- Met regularly with our client to iterate our designs in real time to better fit their needs.
- Took on a leadership role by ensuring everyone was on-pace and confident with given deadlines.

PROJECTS

Tuberculosis Detection | *Python, Flask, PostgreSQL, ASP.NET, C#, Git*   January 2024 – May 2024
- Developed an ASP.NET application to gather symptomatic patient data and query it to an SQL database.
- Created a Machine Learning algorithm in Python to perform a predictive diagnosis based on symptomatic flags to determine if a Tuberculosis infection was likely present in a patient.
- Visualized GitHub data to show collaboration and major project milestones through the development life cycle.

Visualizing Agriculture Data In Canada | *Tableau, Excel, Jupyter Notebook*   September 2023 – December 2023
- Performed extensive data analysis and feature selection on an agricultural dataset provided by the government of Canada.
- Leveraged tools such as Jupyter Notebook to create Heatmaps, Correlation Matrices, and make use of algorithms such as KNN to deduce and prove initial speculations within the dataset.
- Visualized correlations within data in a story-driven format using Tableau's visualization software and compiled my finding into a brief demonstration.

Heavy Equipment VR Training Simulation | *Unity, C#, Hurricane VR, Git*   September 2019 – January 2020
- Developed a VR training simulation to help train warehouse workers on proper heavy-equipment use and safety
- Worked closely with an Oshawa-based company to deliver a product that could be used for real in-house training for their future recruitment.
- Implemented safety guidelines that adhered directly with Ontario's OSHA regulations.

TECHNICAL SKILLS

Languages: Java, Python, COBOL, C#/C++, SQL (Postgres), JavaScript, HTML/CSS

Frameworks: React, Node.js, Flask, WordPress, .NET 8, ASP.NET

Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Visual Studio, Linux, MacOS, PyCharm, Jupyter Notebook, Eclipse, Microsoft SQL Server Management Studio, WebStorm, Tableau

Libraries: pandas, NumPy, Matplotlib