

Kaden L.D. Ward

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Education

Bachelor of Science - Computer Science Major
University of Regina, Regina SK

Sept 2016 – Dec 2020

Grade 12

2016

Kincaid Central School, Kincaid SK

Skills and Attributes

Technical Skills:

- Designed and assembled electronic gadgets using the Arduino interface
- Installed various computer hardware components and software
- Created finished software for Android devices
- Developed several video games from a variety of genres, styles, and platforms
- University coursework including calculus, digital system design, logic and critical thinking, physics, data structures, astronomy, linear algebra, operating systems design, web design, video editing, audio editing, video game development, virtual reality theory and development, project management, artificial intelligence, programming language design, and algorithm design
- Experience with 3D asset creation, modification, and animation

Program and Computer Skills:

- *Software:* Visual Studio, MS Word, MS Excel, WinSCP, Unity Game Engine, Blender, Unreal Engine 4
- *Programming:* C++, JavaScript, HTML, CSS, PHP, C#, Python, OpenAI API
- *Operating systems:* Windows 7, Vista, 8, 10, 11, Ubuntu
- *Other:* Photoshop, Ableton, Arduino IDE, OBS Studio

General Traits and Skills:

- Honest and respectful
- Good time management skills
- Dedicated and driven learner
- Quick learner
- Ability to learn independently and from others
- Great problem solver
- Able to work under pressure and in an intense environment

Awards and Accomplishments

Governor's General Award	2017
High School Valedictorian	2016
Skills Canada National Bronze Medal - 3D animation	2016
Skills Canada Provincial Gold Medal - 3D animation	2016
Skills Canada Provincial Gold Medal - 3D animation	2015

Work Experience

Work Hand May 2015 - June 2017

Kelly's Greens Greenhouse, Glenbain SK

- Responsible for sale and care of plants and vegetables in a greenhouse
- Organized greenhouse contents

Piano Teacher September 2015 - June 2016

Sproule School of Music, Lafleche SK

- Responsible for preparing and teaching piano lessons for a student studying grade 2 piano

Systems Operator May 2018 - December 2018

Saskatchewan Government Insurance, Regina SK

- Responsible for monitoring the status of computer systems including network servers, production servers, system backups and company-wide antivirus
- Responsible for discovering, diagnosing, and resolving any issues in any of the monitored systems
- Responsible for printing, quality control, and organization of SGI letters
- Responsible for packing and organizing SGI letters to be distributed daily

Software Programmer January 2021 - Current

Twisted Pair Productions, Regina SK

- Responsible for development on a variety of interactive software including touch table kiosks and virtual reality training simulators
 - Designed a virtual production film environment within Unreal Engine
 - Created, edited, and animated 3D objects for use in interactive software projects
 - Created and maintained reusable libraries of code for use across multiple projects
- Previous software development projects:

1. City of Regina – Grease Monster VR – Lead Developer - VR game to promote correct disposal of grease down resident city drains. Riding their water spraying truck down the city's sewer lines, users blast "grease monsters" and ultimately learn to ensure they dispose of grease in a proper way. Developed in Unity for the Oculus Quest headset.

2. Saskatchewan Mining Association – Fire Extinguisher VR – Lead Developer - Training Application – Oculus Quest. Working closely with subject matter experts at the Association, the key was to develop an application which introduced new

workers to basic concepts and tasks of putting out fires in different scenarios such as a warehouse, an electrical room or a job site. Developed in Unity for the Oculus Quest headset.

3. Confined Spaces VR – SouthEast College – Assistant developer. Virtual Reality training – Developed in Unity for the Oculus Quest. This training application helps train workers to experience confined spaces where the user must clean the inside of a vessel, or the inside of a storage tank.

4. Confined Spaces VR - Saskatchewan Construction Safety Assoc – Assistant developer. Virtual Reality training application – Developed in Unity for the Oculus Quest. This training application helps train workers to experience confined spaces environments where users must clean up an excavation site, or inspect posts in a crawlspace.

5. Confined Spaces VR - Safety Association of Saskatchewan Manufacturers – Assistant developer. Virtual Reality training application – Developed in Unity for the Oculus Quest. This training application helps train workers to experience confined spaces where users must inspect the welding seams of the vessel, and inspect posts in the crawlspace.

6. Government House Touch Table - Government House Saskatchewan - Lead developer. Touch table kiosk application - Developed in Unity for a touch screen kiosk. This kiosk features a touch interface that allows users to view historical images of Queen Elizabeth II's travels in Saskatchewan.

7. Saskatchewan Sports Hall of Fame Virtual Display Case - Saskatchewan Sports Hall of Fame - Lead developer. Touch table and interactive display case application - Developed in Unity for a custom made kiosk. Currently in late stages of development, this kiosk and display case combo allows users to browse through a catalog of every Sask Sports Hall of Fame inductee. User's can read biographical timelines of each inductee's life, view images, watch videos, and view 3D scans of real inductee artifacts. These artifacts are displayed on a 4-screen virtual display case to allow viewing from all angles.

Activities and Interests

- Video games, card games, and board games
- Playing piano music
- Programming and developing games
- Creating 3D object models and animations
- 3D printing
- Tabletop roleplaying games
- Working with electronics and microcontrollers

References

Leigh Calnek

Special topic study coordinator/advisor
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