



Education

Bachelor of Software Engineering 2017 - Present
University of Victoria

Technical Projects

Personal Website April 2020 - Present

- Designed a web page to highlight my personal profile and to develop my user interface skills.

Unity Platformer Game April 2020

- Created a basic platformer-style game as an introduction to the Unity engine.

Barbecue Temperature Controller Fall 2019

- Developed an Arduino microcontroller based charcoal barbecue thermometer. Involved researching, soldering, testing and programming multiple electrical components.

Autonomous Cable Connecting Robot 2018

- Worked in a three-person team to design and program a robot to autonomously connect a cable to a light emitting beacon. The robot used a custom designed circuit and was programmed in C.

Work Experience

Quality Assurance Analyst Fall Term 2020
Unity Technologies (Vancouver, BC)

- Worked with a team of more than 20 developers, designers, project managers and QA analysts in an agile development environment.
- Tested a complex cryptocurrency trading web application for major banks with multi-level security features and various interconnecting components.
- Ran intricate tests involving manipulating fields in the database, sending API requests using Postman, and transferring money between accounts.
- Filed 100+ bugs. Other daily tasks included: deploying builds, performing bug regressions, detailed scenario testing, test case creation, and TestRail test runs.

Jr Software Engineer Summer Term 2019
TC Helicon (Victoria, BC)

- Developed an I²C driver to communicate with a touch sensor IC, this involved reading numerous product datasheets, incorporating the MCU Expresso SDK into my code and developing my own efficient algorithms for data transmission and processing.
- Expanded on various UI elements in a C++ based PC application: Implemented app-wide tooltips and designed and implemented a new in-app tutorial system, giving users an improved learning experience by using dynamic learning paths and videos.
- Thoroughly verified both my own and other developers' software along with testing various professional audio products for bugs and defects.

Bartender, Host, and Bus Boy July 2015 – August 2018
4th Spot Kitchen and Bar (Calgary, AB)

- Worked tending bar as part of a 20-person team in a busy restaurant.
- Helped fellow staff and interacted with customers, requiring a friendly, flexible

References

Harjot Otal (Unity)
Harjot.otal@unity3d.com

Daniel Davies (TC Helicon)
ddavies09@gmail.com
(250) 661-6336

Languages

(In Order of Proficiency)

C

C++

Java

HTML/CSS

Python

SQL

Frameworks

Juce

Tools

Git

Visual Studio

Wireshark

Postman

Logic Analyzers

Jira

Keycloak

pgAdmin

Key Coursework

Signal Processing

Operating Systems

Computer Networks

Data Structures/Algorithms

Software Testing

Interests

Sports: Ultimate Frisbee

Volleyball, Hockey.

Outdoors: Hiking, Mountain

Biking, Snowboarding.

Music: I played cello for 10 years, guitar and bass in bands, and continue to write and produce songs.