Contact

lorne.s.cyr@gmail.com

www.linkedin.com/in/lornecyr
(LinkedIn)
www.LorneCyr.com (Portfolio)
github.com/Llourn (Other)

Top Skills

BEM

Storybook

jQuery

Honors-Awards

Placed 3rd in the Atlantic Lottery
Lotto Game Super Hackathon

Lorne Cyr

Software Developer
Fredericton, New Brunswick, Canada

Summary

I'm a self-taught developer. I appreciate motivation, but prefer discipline when it comes to learning and building projects. I love building things with code. My career in development started in gameplay programming, building games/applications for several studios throughout the maritimes. I've since moved into web development, building online courses for the University of Fredericton and Vue apps for Battlesnake Inc. In my spare time I like to build projects related to other interests of mine, like learning Japanese 「がんばってね！」. I also value work/life balance and know when to step away from the computer and recharge.

Stay curious.

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Experience

Hexagon Asset Lifecycle Intelligence
Software Developer
May 2023 - Present (2 months)

Battlesnake
Software Developer
May 2022 - November 2022 (7 months)

* Developed on a team of 7, a web platform for running real-time tournaments.
* Refactored legacy UI elements to Vue 3 web components, improving maintainability of our front end code.
* Developed a new competition coordination platform that improved user engagement.
* Sped up development by integrating UI component library Element-Plus.

University of Fredericton
Software Developer
November 2019 - May 2022 (2 years 7 months)
Fredericton, New Brunswick

* Collaborated with content writers and design team to develop online courses for over 7300 students.
* Updated UI with a mobile-first design resulting in an increase in mobile users.
* Planned and developed a complete reimagining of the course UI that led to a 40% decrease in course load times.
* Designed, developed and maintained internal applications/tools that improved development workflow.
* Led hiring, training, and mentoring for new developers.

Synoptek
IT Remote Support Specialist
January 2015 - November 2019 (4 years 11 months)

Provided end user support in an enterprise environment including but not limited to:

* Windows 7/10/2008R2 & Mac Operating systems.
* Advanced troubleshooting support of MS Office 2013/2016/O365
* Active Directory
* MS Terminal services support (Citrix, VMware)
* Advanced ability to troubleshoot remote access issues.
* Configuration changes, maintenance & troubleshooting of firewalls/routers/switches/WAP

First Mobile Education
VR Game Developer
April 2019 - July 2019 (4 months)
Fredericton, NB

* Led development of VR prototype from proof of concept, designed to assess fall risk for client Innerva Virtual Inc.
* Adapted project requirements to include new features during regular meetings with product leads.

Rabbit Hole Studios
Game Developer
February 2019 - April 2019 (3 months)
Charlottetown, PEI, Canada

* Developed systems and gameplay mechanics with a focus on character control and combat.

Rabbit Hole Studios

Game Developer
December 2017 - July 2018 (8 months)
Charlottetown, Canada

* Developed systems and gameplay mechanics.
* Contributed to enemy behaviour, character movement, combat, scene loading, and VFX.

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Education

University of New Brunswick
Certificate, Full Stack Development · (January 2023 - June 2023)