Liam A. Jones

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(289) 828 - 2949
https://github.com/Neptuniam

Computer Scientist

Work Objective

To gain Full-time Employment and work experience while attending University, in order to be self-sufficient while pursuing my education and always continue to expand on my skills and experience.

Education

University of Guelph, Guelph — *Bachelor of Computing*

2015 - Present

Completed year three of Computer Science. Degree still ongoing.

Nelson High School, Burlington

2011 - 2015

Graduated, at Academic Level

Work Experience

University of Guelph, Guelph — *Teaching Assistant*

September - December 2018

While nearing the end of my degree at the University of Guelph, I was able to experience the other end of the spectrum working as a TA for the course, CIS 2030: Structure and Application of Microcomputers. This experience allowed me to formally put into practice many of the teaching concepts I have learned over the years and deepen my understanding of the low-level concepts involved and how computers work overall.

IFCO, Guelph — *General Labourer, Flexible Warehouse Work*

May 2017 - April 2018

Summer and school time work running multiple positions, from sorting several items at high speeds to using skid wrapping machinery while maintaining the necessary paperwork tracking the entire warehouses progress. This job taught lots of communication and problem-solving skills working with foreign co-workers and faulty machinery.

Wilson's Lifestyle Center, Saskatoon — *Landscaper* April - September 2018
JAK Landscaping, Aberfoyle — *Landscaper* April - September 2016
Marilu's Market, Burlington — *Grocery Clerk* August 2013 - September 2015 + Continued Part-time
Burlington Post, Burlington — *Newspaper Delivery* 2010 - 2013

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Languages

C, Java, Python, HTML, PHP, CSS, JavaScript, X68 Assembly.

Skills

Object-Oriented methods, UI Design, Web Development, Web scraping, Database Management, Regular expressions, Complex Logic Understanding/Compression, Low-Level Engineering, Android App Development, Complex Algorithms and Data Structures, Linux/Windows Development, Software Engineering Practices. Experience with several open source libraries and frameworks; Bootstrap 3, Materialize, JQuery, Ajax, and Requests

Notable Projects

Personal Homepage— *Web-based homepage integrating several APIs*

Web-based Homepage featuring favourite pages links, Google search, Yahoo weather, Google maps, Outlook Rest API, and Basic javascript functions to learn proper web development practices using materialize frameworks.

Web Scraping— *HTML Scraping, parsing data into a database*

Basic web scraping of sites like the LCBO Website to parse data to store into a database for later API work.

Chat System — *Client Based Messaging System*

Web-based Reddit style chat system supporting user login and multiple chat streams created through multiple translation systems.

Terminal-based Games— *Terminal based games using the NCurses library Study method*

-Rouge remake including; pattern controlled monsters, loot gathering, fighting systems, and dynamic room layout

-Pacman remake including; AI controlled enemies and dynamic level generation.

Flight Tracker (Current Project) — *Flight Tracking APIs response integrated into Slack*

Using a Flight Tracking API to store flight prices into a database in order to compare and find the best prices which are streamlined into Slack chat for constant updates. Controlled using a web dashboard designed in Bootstrap 3

Android App Development— *Group work on existing Open Source Android App*

Worked in a group using team management software like Redmine in agile environments to progress on an open source app called 'Remindly'. Added several organization features and increased overall efficiency.

High-level Algorithms and Data Structures- *Highly Time Efficient Data Structures*

Implementation of High-Level algorithms such as; MergeSort (Fast sorting algorithm), QuickHull (Graph area inclusion), Boyer-Moore (String Searching), Hashmaps, Linked Lists, and Binary Trees.