Michael Eden
Systems Design Engineering

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SKILLS AND QUALIFICATIONS

Languages:	**Python** (2 years), **Java** (2 years), **C++** (4 months), **Ruby** (4 months)
Web Development:	**Javascript, HTML, CSS, Bootstrap**
Platforms and Tools:	**Git, Flask, Agile Development, JIRA, NumPy, PyCharm**
Data Analysis:	**Microsoft Excel**

WORK EXPERIENCE

Software Developer, Iotum Inc. (Start-up)**,** Toronto, ON   **January 2017 - April 2017**
- Used **Python** and the **Selenium** library to automate the testing of 73 unique cases across various environments
- Implemented test modularization using the Python **unittest** framework to prevent failed cases from halting the entire testing process
- Collaborated with the development team to identify issues affecting customer experience, and used **JIRA** to track their progress and ensure a resolution was met
- Developed a test logger to **automate documentation** for the running, success, and failure of test cases
- Applied **written communication** skills in collaboration with the customer service team to reduce average email response time to under 30 minutes

PROJECTS AND ACTIVITIES

PyFractals - Python • github.com/MichaelAEden/PyFractals   **March 2017 - May 2017**
- Utilized **Python** and the **NumPy** library to perform iterative operations on the complex plane, generating intricate, unique patterns
- Converted the computed results into images using PIL, and used FFmpeg to combine these images into animations

The StudyBot - Web, Python • github.com/MichaelAEden/The-StudyBot   **February 2017 - April 2017**
- Created a website interface using **HTML**, **CSS**, **Javascript**, and **Bootstrap**, where users can upload notes and be quizzed based on the note contents
- Implemented **Flask** for the web framework, and **Python** for note parsing and question creation

Personal Website - Web • michaelaeden.github.io   **April 2017 - Present**
- Designed a responsive website using **HTML**, **CSS**, and **Bootstrap**, showcasing personal projects and skills

3D Game of Life - Java • github.com/MichaelAEden/GameOfLife3D   **March 2017 - Present**
- Used **Java** to simulate differing types of cells interacting and competing for space
- Implemented 3-dimensional arrays for storing and manipulating the map of cells, and utilized **OpenGL** for real-time 3D rendering

Zombie Fortress - Java • github.com/MichaelAEden/Zombie_Fortress   **June 2015 - August 2016**
- Developed a game in **Java** with the objective of defending a fortress from oncoming enemies
- Designed a 2D **physics engine** in which entities could interact and collide with one another

Waterloo Running Club Leader   **September 2016 - Present**
- Used time management skills to organize runs around multiple work schedules
- Applied leadership abilities to motivate and encourage participants during runs

EDUCATION

University of Waterloo, Waterloo, ON   **2016 - Present**
- Candidate for Bachelor of Applied Science degree in Systems Design Engineering, Honours
- President's Scholarship of Distinction
- Ranked 8 out of 97