

Mitchell Newell

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Summary

Innovative, creative and self-motivated graduate of Software Engineering with experience and education in software design/analysis and application development. Fluent in English with excellent communication and interpersonal skills. A fast learner with strong time management and multi-tasking skills with a strong work ethic in team/individual settings to drive product success and process efficiency. Strong troubleshooting and problem-solving skills with an analytical mindset

Objective

To search for a position that will allow me to improve my current programming, communication and teamwork skills whilst working in unison with the company's vision. From this position, I also seek the opportunity to learn new skills and technologies for practical applications for future use.

Education

BSC IN SOFTWARE ENGINEERING | (2015 – APRIL 2020) | UNIVERSITY OF CALGARY

- Currently in final year of the program, graduation - April 2020
- Final Academic year Technical Elective courses include, Computer Security, Network Security, Machine Learning, Biometric System Design, Computer Vision
- Worked on an entrepreneurial capstone project developing an innovative animation studio implementing a 3D interface

BSC IN GENERAL SCIENCE | (2014 - 2015) | MOUNT ROYAL UNIVERSITY

- Finished the year on the Dean's list

Technical Skills & Abilities

- Proficient in C, C++, Java, JavaScript, Python programming languages and familiar with assembly
- Experienced writing Unit and Integration tests
- Familiar with android app development
- Experience using GitHub, Gitlab and Bitbucket
- Experience with SQL and JDBC
- Experience with Google Cloud Platform (GCP) and Amazon Web Services (AWS)
- Experienced with Agile software development
- Ability to develop Graphical User Interfaces
- Ability to develop data structures and algorithms
- Experience developing in Linux environments

Technical Work Experience

ANIMAGIC | CAPSTONE PROJECT| SEPTEMBER 2019 – APRIL 2020

Duties:

- CFO of the Animagic team
- Lead the development of the layer menu, tool menu, as well as the in-app color selector
- Contributed to the development of an innovative one stop solution for 2D/3D animators

SOFTWARE DEVELOPER INTERN| ARTERYS INC. | MAY 2018 - JULY 2019

Duties:

- Member of the platform team specializing in backend processes
- Contribute to the development of the Arterys third-party ML Model integration service
- Develop Unit and Integration tests
- Worked on MFA service and Arterys Third Party IDP service
- Bug fixing