MITCHELL SCOTT SANDRE
DEVELOPER

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EDUCATION

University of Waterloo
Software Engineering 2021
2A Term

SKILLS

LANGUAGES: Java, Swift, C++, Python, JavaScript, HTML, JSP, CSS, SQL
TECHNOLOGIES: Spring MVC, React, jQuery, Ajax, Git, OOP, Google Guava, Apache Solr, MySQL, JUnit

EXPERIENCE

LYRICFIND
Full Stack Developer Intern

May 2017 to Aug 2017
Toronto, ON

- Responsible for the design, back and front end, testing, and integration of code while doing issue-based development with GitLab. All projects used **Spring MVC**, **JUnit** for testing, and **Google Guava** data structures
- Used **Java, SQL**, **React**, and **Ajax** to redesign key web application feature used by content team to manage assignments and requests. This increased performance and speed by **300%**
- Rebuilt search functionality associated with lyric usage data analytics, increasing my proficiency with **Apache Solr** and allowing for **2x** faster data querying. This made key information available for business and publishing teams
- Used Java, **jQuery**, and **JSP** to add critical improvement to search tools system, allowing for multi-faceted search functionality

TD SECURITIES
Software Developer Intern

May 2016 to Aug 2016
Toronto, ON

- Used Java and SQL to increase efficiency of financial report generation system, reducing run-time on server
- Used Java, **HTML**, and JSP to add additional features and fix critical bugs for a TD onboard-approval website
- Gained practical experience with the development, testing, and implementation of software

PROJECTS

PERSONAL WEBSITE V2
Aug 2017

- Designed with Materialize front-end framework and with extensive use of custom jQuery and **CSS**
- Includes excellent usage of third-party libraries like Particle JS, Textillate JS, and Hover CSS

RIDE FOR CRAIG WEBSITE
Aug 2017

- Website for a charity bike ride built using Bootstrap 4, HTML, CSS, and jQuery
- Made in only a couple of days of coding due to the tight timeline that was presented to me

ROCKETBALL
Jul 2017

- A neon take on the classic game of Pong, with power-ups and unique gameplay. Still a work in progress
- Learned **Swift** and **iOS** development during my spare time for this project

TEXAS HOLD 'EM POKER
Dec 2016

- Texas Hold 'Em Poker game with competitive computer players, each with their own unique play personalities
- Attractive user interface that includes dynamic table elements and animations, scrolling game updates
- Computer players make moves based on own personality traits paired with statistics of player and pot odds
- Built using OOP and the Slick2D graphics library

MATRIX MANIPULATION
Dec 2016

- Calculates the determinant and inverse of a matrix, solves linear equations. Made in **Python**

TEXT FILE ENCRYPTION
Sep 2016

- File encryption/decryption program made in Java. Parses specified file and outputs encrypted text using either Playfair or Vigènere encryption algorithms