**HIGHLIGHTS OF QUALIFICATION**

* Passion for game development and innovation within the industry to create new experiences for gaming enthusiasts
* Game development experience with Unity game engine from conceptual design to implementation
* Strong work ethic with the desire and capability to provide positive results
* Exceptional communication skills throughout the software development cycle with all colleagues

**EDUCATION**

**Bachelor of Engineering, Software (Co-op)** Expected Graduation 2019

McMaster University, Hamilton, ON

* Currently enrolled in year 3 of a 4-year Software Engineering program

***Relevant Projects***

Gear Train Development (Grade Received: A+) January – April 2016

* Developed various models in Autodesk Inventor to create a chassis and gears that turn at desired angular velocities using gear ratio equations
* Instructors asked development team to use the final product as an example for future classes in Engineering Design and Graphics course

Rate My Route/Claim My Bag (Grade Received: A-) January-April 2017

* Used a TSA dataset on lost luggage to find claim numbers’ status and find the safest route from one United States airport to another based on team created metric
* Developed in solo effort the Dijkstra algorithm to find shortest (safest) path from one airport code to another, as well as two types of graphs to make the calculations possible

Lexicographical Assembly (Grade Received: A+) December 2017

* Developed assembly code to find the lexicographical ordering of suffixes for a given word.
* Implemented NASM Assembly with the use of a stack data structure and created a makefile to be run on Unix terminal

***Relevant Courses***

Algorithms and Data Structures Discrete Mathematics I Discrete Mathematics II

Computer Architecture Principles of Programming Digital Systems and Interfacing

Binding Theory to Practice Software Development Skills Engineering Math III

**WORK EXPERIENCE**

**Industrial Plant Worker May – August 2016**

KN Crowder Manufacturing Inc., Burlington, ON

* Practiced best safety standards while using drills, punch presses, and pin inserters to manufacture door stops and hangers
* Able to work under significant time constraints leading to increased production for door stops
* Oversaw the entire production of various door hanger models from initiation to quality control, ensuring that tens of thousands were manufactured accurately

**Cashier 2013-2016**

Fortino’s, Burlington, ON

* Demonstrated strong leadership by training new team members
* Balanced cash flow of the store by managing transactions of a minimum $5,000 per day
* Improved customer service quality by suggesting and introducing new services like assisting customers with taking their groceries to their vehicles

**SKILLS**

|  |  |  |
| --- | --- | --- |
| ***Technical*** | ***Transferable*** | ***Academic*** |
| Java  Python  HTML  CSS  Javascript  C#  Unity Engine  Autodesk Inventor  white and black box testing  LaTeX documentation | Quick learning  Adaptable to different tasks  Goal-oriented  Communication  Teamwork  Leadership  Time management | Critical thinking skills  Mathematical problem solving  Broad understanding  Intuition of software programs |

**References available upon request**