



Owen Garland

Computer Science Student Co-Op

I am an enthusiastic and driven Computer Science Student with a high proficiency in problem solving and passion for learning and applying practical technologies that will advance my career as a software developer.

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EDUCATION

Bachelor of Computer Science Conestoga College

2021 - 2025

Waterloo, ON

Program Highlights

- Through a **practical project-based education**, this allowed me to apply theory gained during the semester in a team environment to test, develop and manage a project from start to finish.
- I mainly used the **Microsoft Visual Studio environment IDE**, as well as the **MS Testing** and **Native Unit testing framework**, for all of our project-based assignments.
- A practical course involving **Software Quality**, emphasizing testing tools and methodologies, allowed me to utilize software quality tools to ensure reliability in software development process.
- A strong foundation in theory courses, from **System Analysis and Design** to **Data Structures and Algorithms**, allowed me to gain a theoretical background in essential software development concepts so I can apply those practices in future courses and projects.
- I have been a part of the **Google Student Developer Club** at Conestoga College since September 2021, allowing me to compete in coding competitions and learn industry tools in workshops.

WORK EXPERIENCE

Material Handler P&H Milling Group

07/2022 - 09/2022

Hanover, ON

Achievements/Tasks

- Understood how to transfer flour throughout the mill with a SCADA/HMI interface.
- Learned fast and effectively, to gain the ability to take shifts for a fulltime employee.

Crew Team Member Tim Hortons

09/2018 - 01/2022

Walkerton, ON

Achievements/Tasks

- Communicated clearly and positively with coworkers and management.
- Adhered to company policies and procedures for food safety, sanitation and quality

SKILLS

HTML and CSS

JavaScript

C++

C#

Java

MySQL

R

NoSQL

Python

LinuxOS

UI/UX Design

.NET

ML.NET

REST

SOLID

Troubleshooting

Problem Solving

Collaboration

Communication

OOP

Agile

Time Managment

Analytical Skills

PROJECTS

Project III: Ford Assembly Plant SCADA/HMI (09/2022 - 12/2022)

- Technologies: **C++**, **Visual Studio Native Unit Testing framework**, **ImGui(Opensource GUI API)**, **OpenGL + GLFW rendering for the graphics**.
- Working as part of a team of 4, assisted in planning, developing, and testing a HMI/SCADA interface for the client.
- The interface monitored the entire assembly process of a vehicle from the body machine, paint chamber, chassis machine and interior machine, with simulated data to test and operate the application.
- Researched open-souce API options for use in the frontend, gaining experience researching and integrating an external API

STEAM Fair Co-Op Mentorship Web App (09/2020 - 03/2021)

- Technologies: **Google Blockly**, **HTML**, **CSS** and **JavaScript**.
- Working with a Software Engineer Mentor from NPX, in association with Bruce Power, planned, developed, and tested a web application using the Google Blockly API.
- Developed a passion for Software Development and Computer Science by undertaking this project with no prior experience in development.

INTERESTS

Computers

Fishing

Kayaking

Chess

Books

Programming