

Owen Garland

Computer Science Co-Op Student

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 Operating Systems to Computer and Mobile Networks, allowed me to gain a practical hands-on experience in essential technical and networking skills.
- 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

IT Business Solutions Developer Home Hardware Stores Limited

05/2023 - 08/2023

St. Jacobs, ON

Achievements/Tasks

- Technologies: PL/SQL, SQL Developer, Appworx, MKS, Internal Corporate Tools.
- Completed many assigned application service request modules following a waterfall approach, with a high degree of effectiveness.
- Created Test cases and went through testing phases, which must be approved by a senior developer before being sent to QA.
- Completed extensive technical documentation for each request.
- Self managed and set up meetings with co-workers that could help me learn more about the system and solution I would be working with.

SKILLS



PROJECTS

Smart Cities Seneca College Hackathon Winner - AI for Cyber Security (04/2023 - 05/2023)

- Technologies: Python, Machine Learning, VS Code, HTML, CSS, JavaScript.
- Planned and managed a winning project during the course of a week for this hackathon, the goal of the project was to provide a cyber security solution for the modern age of smart cities.
- Our project was Instagram Fraud Account Detection, where we had a model trained on publicly available dataset that allowed for us to train it to detect if a account was a bot or a real person using it.
- We had to also prepare a business plan and build working prototypes to showcase to investors/mentors.

Project IV: ClassifAI Client-Server Image Classifier (01/2023 - 04/2023)

- Technologies: C#, ML.NET, WPF XAML Frontend.
- Planned, developed and tested a end to end solution for a client and server application, using the ML.NET framework for the machine learning model integration.
- The goal of the project was to allow for a client to be able to try out Artificial Intelligence in a fun and engaging way with detecting objects out of images sent to the server.
- This project gave me and my team hands on experience with networking, data packet communication and a wide range of skills related to developing an end to end application for a client and server admin.

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.