Owen Garland

Computer Science Co-op Student

A highly motivated Computer Science student, with the desire to further develop skills and to learn more about the industry.

Contact

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GitHub

github.com/OGarland001

LinkedIn

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Resume Site

https://ogarland001.github.io/Resume-Site/

Skills

HTML and CSS proficiency	●●●○○ Good

Work History

2022-07 - 2022-09

Material Handler

P&H Milling Group, Hanover, ON

- Accomplished a lot during the short time at P&H, showed organization, Exceptional learning skills allowed for the replacement of a full-time worker when the company needed it. Gain insight on how a customer would use an HMI to transfer flour, gained a perspective on software in the workplace and how it impacts the user.

Skills: Time Management · Communication · Problem Solving · Organization Skills · Analytical Skills

2018-09 - 2022-01

Crew Team Member

Tim Hortons, Walkerton, ON

- Assisted with in-store operations by disassembling delivery boxes, cleaning floors and dishwashing.
- Used proper techniques to prepare food and ingredients.
- Prepared and cooked food orders for customers by noting customizations and portion sizes.
- Provided excellent customer service by greeting customers and meeting quality expectations.

Algorithms and Data Structures	●●●○○ Good
Source code review	●●●●○ Very Good
Troubleshooting	●●●●● Excellent
Agile	●●●○○ Good
Problem Solving	●●●●○ Very Good
Collaboration	●●●●○ Very Good
Communication	●●●●○ Very Good
OOP	●●●○○ Good

Software

JavaScript	●●●○○ Good
C++	●●●○○ Good
HTML/CSS	●●●○○ Good
Git	●●●○○ Good

Education

2021-09 - Current

Bachelor of Computer Science

GPA: 3.80

Conestoga College School of Computer Science and IT - Waterloo, ON

- Member of Google Developer Student Club

2017-09 - 2021-06

High School Diploma

Sacred Heart High School - Walkerton, ON

Specialist High Skill Major (SHSM) 2019-2021

Specialist in Health and Wellness

STEAM Mentorship Program 2020-2021

- I participated in an optional mentorship program to acquire networking and collaboration skills and gain insight into the software engineering profession.
- Reliably follow through on project tasks, organize Google meetings and fulfill requests from my mentor.
- Creating a website application was one of the activities that I completed, which was used to teach students about computer science and programming.

Projects

Sept – Dec 2022

Developed as a group project for the project course.

CSCN72030 - Project III: Software Development Lifecycle

Description: This was a 9-week project developed in a team of 4 students gaining hands on experience in developing a fully functional HMI for a Ford Assembly Line. This was a graphical interface and used a large set

C#	●●●○○ Good
MySQL	●●●○○ Good
Java	●●●○○ Good
R	●●●○○ Good
NoSQL	●●●○○ Good
Python	●●●○○ Good
Linux OS	●●●○○ Good
UI/UX Design	●●●○○ Good
.NET	●●●○○ Good
ML/AI	●●●○○ Good

of data that was read in acting like it was read from the actual machine, the application consisted of 4 different machines the body, paint, chassis, and interior machine that all manipulated the vehicle object, taking in an order for a vehicle and then adding onto each component of the vehicle. The main goal of this application was for the user to be able to view all the data come into the application and display to the user the levels and inventory amounts as well as prompt the user if any of the inventory amounts are too low to restock.

Technology: This project was developed using the language C++, and for the GUI it was developed using an open sourced API called ImGui and openGL + GLFW backend for rendering the graphics.

Result: This project was a success; we received a 95% on the final project. We came across a lot of roadblocks but through cooperation and analysis of extensive documentation we were able to pull it off for the final demo and testing.

Jan – Apr 2022

Developed as a group project for the project course.

CSCN71030 - Project II: Team Based Software

Description: This was a 9-week project developed in a team of 4 students for the project course for that semester, it was an RPG typing test game with console visuals and animations. It had 4 main levels and many battle sequences, it was also a choose your own adventure game where the user was able to decide what happened in the story next. This was all developed using the C language as well as following software testing guidelines and industry standard project management tools to communicate and work effectively with project team members and stakeholders.

Technology: We developed the project with the language C but applied many of our practices from C++ and developed it with creating our own object like C functions, used GitHub for version control and Microsoft Teams for communication with group members.

Results: This project was quite successful we received a 100% grade in this project, and it had a great reaction from the peers and professor, it was a playable game and was developed using many of the standard software development practices.

September 2020 – March 2021

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STEAM Fair Co-Op Mentorship Web App

This Project was developed during my last year of High School, with the mentorship of a software engineer from NPX, in association with Bruce Power.

This Project was a web application that imported the Google Blockly API, which allowed me to teach elementary students about computer science and programming. The block coding allowed them to visualize the process of adding and manipulating components to create a visualized alien on the screen.

This was an excellent experience since I got to teach myself the web development languages HTML, CSS, and JavaScript. This was the first Project that made me want to enter Computer Science for post-secondary education.