

RAYNIE

Enthusiastic and highly motivated individual, fueled by solving high-impact problems and learning from other smart, talented people.

ABOUT



rhnie.me



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<https://goo.gl/CKnCRv>



<https://goo.gl/ntqzSN>

LANGUAGES

C++	<div><div></div><div></div><div></div><div></div><div></div></div>
C	<div><div></div><div></div><div></div><div></div></div>
Java	<div><div></div><div></div><div></div><div></div></div>
Javascript	<div><div></div><div></div><div></div><div></div></div>
Linux/Bash	<div><div></div><div></div><div></div></div>
Racket	<div><div></div><div></div><div></div></div>

TECHNOLOGIES

> Node.js	> Docker
> MongoDB	> Unity
> SQL	> Git
> Raspberry Pi	> React
> RapidMiner	> AWS
> Qt	> Photoshop

HOBBIES

- > Breakdancing
- > Game Development
- > Badminton
- > Piano (Level 10 RCM Certified)
- > Drawing

EDUCATION

University of Waterloo

Expected Graduation 2020

- Pursuing Bachelor of Computer Science (2016 - present)
- Object-Oriented Software Development, Data Structures, Algorithms, Numeric Computation, Optimization, Statistics

EXPERIENCE

VR Specialist/Developer

Ctrl V Inc.

May 2017 - Present

- Developed an arcade management system in Qt, used at over 11 Ctrl V locations and licensed by IMAX and Cineplex.
- Implemented API endpoints in the Node.js backend for booking and arcade management.
- Lead the design of the booking software database and created the front-end using React.

Software Developer

PerkinElmer Labs

Sept 2016 - Dec 2016

- Developed an IoT project to help scientists monitor and control lab instruments remotely.
- Created a predictive maintenance machine learning application with RapidMiner.

Web Developer

Ontario Lottery & Gaming Corporation

Jan 2016 - Apr 2016

- Reduced company costs by developing a WordPress plugin to help manage the board of director's expenses.
- Helped promote OLG's new games and services by designing ads and creating promotional webpages.

PROJECTS

Sorcery

3-person school project

Jan 2017 - May 2017

- Developed a card game similar to "Magic: The Gathering" in C++ for CS246 (Object Oriented Software Development).
- Applied OOP practices and utilized design patterns such as the decorator and iterator pattern.

Bender Blaster

1st Place - GI Game Jam

March 2017

- Developed a 2D Fighting Game using Unity and C# in a team of 5 people.
- Worked on character attack, level generation and audio related scripts.

TextFinder

Finalist - UofT Hacks III

Jan 2016

- Co-developed an Android application using an optical character recognition API that detects keywords on a picture.
- Presented a demo of our project in front of a panel of judges and all the hackathon participants.