# RAYNIE

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

#### **ABOUT**



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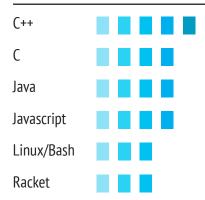


https://goo.gl/CKnCRv



https://goo.gl/ntqzSN

### LANGUAGES



## **TECHNOLOGIES**

- > Node.js
- > Docker
- > MongoDB
- > Unity
- > SQL
- > Git
- > Raspberry Pi
- > React
- > RapidMiner
- > AWS
- > 0t
- > 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

# control lab instruments remotely.Created a predictive maintenance machine learning

Developed an IoT project to help scientists monitor and

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.