Geoffrey Guest

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Summary & Qualifications

- Java-based expertise: Parser/Compilers, GUI , Game development and Networking
- Experienced and comfortable in a wide range of languages and paradigms
- Focused and creative, with a genuine passion for development

Technical skills

- **Java SE**, **C++**, **Ruby**, Python, Javascript, Haskell, Prolog, Visual Basic
- **Git**, **Subversion**, and other version control systems
- **OpenGL**, various IDEs(primarily Eclipse), CMSs, and other software packages
- **Linux & Windows** environment experience

Education

M.Sc. Computer Science (incomplete)	2013 - 2015
University of Ottawa, Ottawa, ON	
B.Sc. Biochemistry, minor Computer Science	2009 - 2013
Bishop's University, Sherbrooke, QC	
DEC Sciences	2007 - 2009
Heritage College, Gatineau, QC	

Employment

Functionality Quality Assurance Tester	2018 – present
Keywords Studios, Nordelec, Montreal, Qc.	
Identifying/writing issues within video games.	
Writing useful excel/word macros.	
Organizing team's tasks and giving feedback to less experienced testers.	
Technical Support	2017 - 2017
DynamicBrain Inc. Ottawa, ON	
Providing technical support for web-based cognitivie training application	
in Brain Fitness Classes	
Freelance/Self-employed developer (Java)	2015 - 2017
github.com/redeyedmars	
Games: Multiplayer Platformer(complete)	
Rogue-Like RTS(current)	
Tools: Parser/Compiler. (4 Languages created)	
Software developer (Java)	2013 - 2015
University of Ottawa, Ottawa, ON	
umple.org Umple: Java-based UML Diagramming language	

Extracurricular Experience

Back-end developer (Ruby)	2015
1st Place HackSherbrooke, Agile team of 4	
Graphics/GUI developer (Android)	
Great Canadian Appathon, Team of 4	2013 & 2014

References and supplementary material available upon request.