

Liam Seagram

☎ (416)-508-9063 | ✉ liam@exusdesign.com | 🌐 [Sealgram](https://Sealgram.com)

Work Experience:

MUSKOKA LAKES GOLF & COUNTRY CLUB (MLGCC):

FRONT-END SERVICE: SUMMER 2016, 2017, 2018, 2019 (AGE 14, 15, 16, 17)

Worked as a "Dock Staff" at the MLGCC, and in the MLGCC's "Grill Room".

RESTAURANT SERVICE/BARTENDER: SUMMER 2020, 2021 (AGE 18, 19)

Worked as a bartender and server at the MLGCC.

TD BANK:

SOFTWARE ENGINEER CO-OP/INTERNSHIP: MAY-AUGUST 2022 (AGE 20)

Worked as part of a team operating under the Scrum framework on a large-scale application.

Implemented small pieces and learned to track down, identify, and fix problematic bugs. Tracked issues and progress using Jira and its related tools. Worked with large databases to assist in development of the application.

SOFTWARE ENGINEER CO-OP/INTERNSHIP: MAY-AUGUST 2023 (AGE 21)

Worked in a small team focused on the use of event streaming technologies within TD Bank. Main responsibilities included a complete rewrite of a SpringBoot "Billing App" that used APIs to track and report the monthly net usage of event streaming technologies through schedulers and API calls. Operated in the Scrum framework, creating my own tickets in Jira to track progress.

Education:

2020-PRESENT: QUEEN'S UNIVERSITY, BACHELOR OF COMPUTING

Currently in fourth year. Notable Achievements: Dean's Honor List, 2020-21 Academic Year.

2016-2020: GREENWOOD COLLEGE SCHOOL, OSSD

Graduated with a 91 overall average.

Skills:

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|---------------|--|
| Languages | Python, Java, C, C++, C#, Bash Scripting |
| Technical | Linux, Git, Adobe CC, Algorithms, Debugging, Testing, JIRA, SpringBoot |
| Interpersonal | Problem Solving, Learning, Communication, Teamwork, Initiative |

Projects:

VOICE RECOGNITION ASSISTANT

Technologies: Python, Tkinter (GUI Framework)

Developed a virtual assistant that works based on voice recognition to accomplish various tasks.

SHIPPING ROUTES

Technologies: Python, Bauhaus

Developed a simulated game involving pathfinding along fictional shipping routes.

PLATFORMER GAME

Technologies: C++, SFML (GUI Framework)

Developed a simple platformer game that involved a custom-written game engine and physics engine.

Extracurricular:

WHITEWATER CERTIFICATION

Took a weeklong class at the Madawaska Kanu Centre to gain a river rescue certificate and learn from professionals about the proper ways to safely traverse a whitewater river with up to class four rapids.

QHACKS HACKATHON 2022

Participated in QHacks 2022, developed a YouTube transcription app in a group of four people.

Personal:

I am a lover of the outdoors, frequently go camping, and have paddled six class 3-4 whitewater rivers. I am an avid reader and writer, finding enjoyment in stories of all kinds. I have a passion for cinematography and have studied under a Canadian documentary filmmaker. Computers have fascinated me throughout my life and have built multiple custom PCs for myself and others. Engines are also an interest, and I have performed complex maintenance on my own car such as changing the timing belt in my free time.