**Liam Seagram**

Shape

Description automatically generated with low confidence (416)-508-9063 | [liam@exusdesign.com](mailto:liam@exusdesign.com) |  [Sealgram](https://github.com/Sealgram)

Looking for a position in the technology industry, interests include artificial intelligence, algorithms, and software development.

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 main front-end server and bartender at the MLGCC’s main restaurant. Responsibilities included waiting tables, keeping the restaurant area presentable, managing the bar, preparing and sending out beverages. |
| 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. |

Education:

|  |
| --- |
| **2020-Present: QUEEN’s University, Bachelor of Computing** Currently in third year. Notable Achievements: Dean’s Honor List, 2020-21 Academic Year. |
| **2016-2020: Greenwood College School, OSSD** Graduated with a 91 overall average. |

Skills:

|  |  |
| --- | --- |
| Languages Technical  Interpersonal | Python, Java, C, C++, C#, Bash Scripting  Linux, Git, Adobe CC, Algorithms, Debugging, Testing  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 five 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 I built a custom PC in high school. I find engines fascinating and have performed complex maintenance on my own car such as changing the timing belt in my free time. |