Clayton Seelenmayer

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Objective

I'm a software engineer seeking to apply my skills in a collaborative agile environment. I'm passionate about improving internal tools, supporting end-users, and rendering graphics. Please visit my portfolio for more at https://seelenmayer.github.io/ .

Education & Achievements

- VIU Bachelors of Science (double majored in computing science & mathematics).
- VIU Fundamentals of Engineering certification.
- VIU Proficiency in Language and Culture Program (Japanese 日本語 Concentration) certification.

Employment History

Canadian Electric Vehicles Ltd. - E-Commerce and Inventory Control Clerk (2025/05 - 2025/08)

Managed inventory, invoicing, and e-commerce fulfillment for international freight and hazardous goods amidst US tariff restriction in securing USMCA exemption by declaring aluminum content value and applying criterion B with HTS declaration.

ML56 - VR Developer (2022/08 - 2024/06)

Developed VR training scenarios, front-end interfaces, web applications, databases, and in-editor tools, while also contributing to storyboarding, special effects, quality assurance, and technical documentation. Organized daily standup meetings with artists and testers, and showcased progress reports to investors.

Vancouver Island University - Tutor (2018/09 - 2019/04)

Tutored in programming, web development, data structures, algorithms, relational databases, graphics, operating systems, multi-threading, networking, and compiler development. Assisted with calculus, linear algebra, and discrete mathematics.

Max's Mushrooms - Swamper (2012/08 - 2022/08)

Contacted customers and documented orders. Loaded and organized pallets for optimal delivery efficiency, maximizing capacity while ensuring quality control. Delivered produce across regions, from Chilliwack to Port Alberni and Victoria.

French Creek House - Prep Cook (2013/05 - 2022/08)

Prepared and served meals, maintained a clean and organized kitchen and bar, and assisted with dishwashing as needed. Supported banquet service in the upstairs kitchen.

Familiar Technologies & Skills

- **Programming & Scripting & Markup Languages:** C++, C#, C, JavaScript, Bash, SQL, HTML, CSS, LaTeX, Lisp, LEX, YACC, Verilog, PHP, Python.
- **Graphics Development:** Unity, Unreal, OpenGL, Godot, Blender, GIMP, Shader Programming, Generative Design.
- **Version Control and Office:** Visual Studio, Vim, Git, GitHub, Perforce, Atlassian (Jira, Confluence), Odoo, Google Suite, Slack, Discord, Microsoft Teams, Overleaf.
- **Mathematics:** Computation Theory, Linear Algebra, Graph Theory, Discrete Math, Calculus, Differential Equations, Statistics, Number Theory, Error Correcting Codes, Topology
- **Communication:** Public speaking (product reveals, technical presentations, tutorials), project management (task delegation, team coordination, quality assurance), technical writing (documentation, tutorials, reports), social media management (public engagement, internal organization).
- **Creativity:** UI/UX design, problem solving, musical, artistic.