Logan White

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Education

Queen's University – Bachelor of Applied Science, Major in Computer Engineering   Graduating April 2025
- 4.2/4.3 cumulative GPA
- Received Queen's University *Science 11' Scholarship* for academic standing (2022)
- Faculty of Applied Science Dean's Scholar distinction (2022-2024)

Skills

Languages: C, C++, C#, Python, Java, PHP, HTML, CSS, Javascript, Dart
Technologies: MySQL, Git, Firebase, Unity

Experience

Software Developer, BRMity Business Relationship Management Solutions   June 2021 – Aug 2024
- Contributed to the full stack software development cycle including planning, designing, developing, debugging, testing, deploying, and reviewing code using PHP, Javascript, and MySQL.
- Responsible for the full implementation of new features into custom business management software including an employee scheduler, sales insight reports, and inventory management tools.
- Communicated with clients to elicit feedback on projects in order to change and adapt designs to meet new goals and requirements.
- Utilized Git version control software to manage multiple ongoing projects through different phases of development including working on both new and existing code.
- Oversaw progressive PHP upgrades to the codebase while maintaining system backwards compatibility.

Undergraduate Teaching Assistant, Smith Engineering at Queen's University   Sept 2022 – Ongoing
- Assisted students with questions about C programming skills and computer science topics through a combination of in-person lab periods, weekly office hours, and online discussion boards.
- Helped the teaching team grade assignments, quizzes, summative projects, and exams for classes of 200-900 students while coordinating with other teaching assistants.

Project Manager, Queen's University Engineering Society Software Development Team   Sept 2023 – Apr 2024
- Managed and collaborated with 4 other student developers to create a cross-platform mobile app implementing modern technologies such as Flutter and Firebase for complete front- and back-ends.
- Coordinated meetings, assigned tasks, reviewed pull requests, ensured adherence to project timelines, and held biweekly check-ins while supervising the overall development of the app.

Projects

Sports Playoff Odds Predictor   soslylw.github.io/SportsOddsWebsite
- Developed a **C++** program to implement mathematical methods such as Pythagorean win expectation and Monte Carlo simulations to model the likelihood of NHL teams making the playoffs.

Tool-Sharing Mobile App   github.com/SoslyLW/essdev-app-team
- As project manager, oversaw the development of a cross-platform **Flutter** app featuring user-generated communities where tool owners can discuss, lend, and share their tools in their community.

Formula 1 Season Combinatorics Analysis   github.com/SoslyLW/F1-Remixed
- Created a **Python** project which analyzes all combinations of Formula 1 races from the 2019-2022 seasons to determine who would be the champion in different "what if?" scenarios.