

Peter Levett

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🌐 <https://stavromularbeta.github.io/>

B.Sc graduate from the University of Victoria in Chemistry and Earth & Ocean Science. Analyst and LIMS Software Developer at MB Laboratories Ltd. Co-Founder and software developer at Thorough Games Ltd. Solving problems using python and SQL, and creating games using C# and Unity.

Analyst and Software Developer, MB Labs (April 2019-Present)

- **Laboratory Duties:** Performing day to day extractions and analysis of samples in an organic and environmental analytical chemistry laboratory. Operating analytical instruments and analytical software.
- **Sample and Client Tracking:** Developed a database for tracking laboratory samples and clients. A tkinter GUI accesses a sqlite3 database. Analytical tests, samples, and jobs are tracked, and linked to clients and organizations. Notes can be written and saved about individual samples or clients. Samples start as active, and move to long term archives after results are completed. active and archived jobs and clients can be searched or filtered. Printouts of tables can be produced in the GUI.
- **Automated Reporting:** Exported files from Waters TargetLynx software (analytical data) are processed using pandas, and combined with client metadata. A tkinter window allows the analyst to view analytical data, edit client metadata to appear on the report, and select different reporting options. The combined data is used to generate a typeset \LaTeX file that creates a final .pdf copy of a certificate of analysis.
- **Other Computer Work:** Converting a variety of exported data formats to a universal .csv format using python as an intermediate. Using excel for a wide variety of tasks including inventory tracking, standards control charts, and statistical analysis of laboratory samples. Dealing with networking of analytical instrument components.

Software Developer, Thorough Games (October 2020-Present)

- **Business Administration:** Co-Founder. Dealing with day to day administration of company, including securing affordable office space, planning projects, market research, and writing business outlines and plans for grant purposes.
- **Unity and C#:** Learning to use C# and Unity for game development. Combining traditional scripts written in Visual Studio with graphic bolt scripts. Developing small mobile clicker and platforming games.
- **3D Printing** Working with individual clients to produce custom 3D printed solutions to fit their needs. Developing a line of fixed products to sell via an online marketplace.

Education

- **University of Victoria** **Victoria, B.C.**
Bachelor of Science , Chemistry and Earth & Ocean Science *Graduated 2017*

Awards.....

- University of Victoria Entrance Scholarship
- USRA NSERC Research Grant

Research Experience

- **Hore Surface Chemistry Research Group** **Victoria, B.C.**
Research Assistant *Dec 2014 – Sept 2015 & Oct 2016 - April 2017*
Created a Python library to interact with a liquids handling robot (a symbiot workstation) in order to increase throughput of surface chemistry experiments. The workstation and library has been used by graduate students in the Hore group.
- **UVic Climate Modelling Group** **Victoria, B.C.**
Research Assistant *May - Aug 2014*
Researched and began development of a quality control network for the Vancouver Island School Based Weather Network. Developed methods that detected partially blocked rain gauges, and methods that compared individual station data to neighboring stations for irregularities. Developed software written in Python, PHP, SQL, HTML5, and CSS.

Technical and Personal skills

- **Python:** Very experienced with the following libraries: Tkinter, pandas, sqlite, numpy. Experienced with the following libraries and frameworks: Django, xlswriter. Routinely use python to solve functional problems, generally in a chemistry laboratory setting, and usually involving data manipulation.
- **SQL:** Experience using SQL server and also the python library sqlite, which utilizes the SQL query language. Adept at writing simple queries for individual tables, and have some experience writing more complex queries that join/union tables.
- **C# and Unity:** Learning C# and Unity for computer and mobile game development. Started learning in late 2020. Currently developing clicker and platformer games.
- **Other Programming Experience:** very experienced with the typesetting language L^AT_EX. Have written scripts using HTML, CSS, PHP, Javascript, MATLAB, and R.
- **Personal Skills:** Comfortable with public speaking and communicating with people. Very neat and organized. Very proficient with the Microsoft Office suite.

Other Work Experience

- **Delivery Driver and Personal Shopper** **Victoria, B.C.**
Pepper's Foods *June 2017 – April 2019*
- **Line Cook** **Victoria, B.C.**
Smuggler's Cove Pub *June 2018 – April 2020*
- **Customer Service** **Vancouver & Victoria, B.C.**
Sears Garden Shop, Northview Golf Club, Canadian Tire, McDonald's *Sept 2007 - Oct. 2016*