

Terrance Niechciol

2B Computer Science
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Skills

Strong Linux background

Excellent at learning independently

Able to work effectively in a fast-paced, small team environment

Comprehensive experience programming by working on many projects outside of class

Proficient in C/C++, Java, and Haskell

API/Framework experience:

Simple and Fast Multimedia Library (SFML)

Light-weight Java Game Library (LWJGL)

2D OpenGL

Work Experience

Web Developer at Willet Inc.

Sep. 2012 - Dec. 2012

Using python and django, created a product landing page that includes an infinite scroll of related content

Personal Projects

You can find videos, screenshots, and downloads of these projects and more, at my website: TNiechciol.ca

TNiechciol.ca

Sep. 2012 - Present

CGI web application written from scratch in Haskell, uses apache2 as a web server.

Geometry Wars Clone

Feb. 2011 - June 2011

A clone of the Xbox Live arcade game Geometry Wars

Created in Java and LWJGL

Spring Physics Demo

A week in April 2012

A physics simulation of a blob of springs that can control its own springiness

Created in C++ and SFML

Education

Candidate for Bachelor of Computer Science, University of Waterloo, Ontario

September 2011 - Present