Terrance Niechciol

2B Computer Science
University of Waterloo

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Skills

Strong Linux background

Excellent at learning independently

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

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

API/Framework experience:

Simple and Fast Multimedia Library (SFML)

Light-weight Java Game Library (LWJGL)

2D OpenGL

Django

Work Experience

Web Developer at Willet Inc.   Sep. 2012 - Dec. 2012

Thrived in a fast-paced, early-startup environment

Using python, django, and AWS, 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, and hosted on Amazon EC2.

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