

Fabian Vergara

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EDUCATION

Concordia University. Montreal (QC) Canada. – Expected Winter 2019

Bachelor of Engineering, **Software Engineering.**

Fall 2015 - Present

Vanier College. Montreal (QC) Canada.

Associate's Degree, **Computer Science.**

2015

SKILLS & INTERESTS

Proficient in: Java - Android, C++, C#, PHP, Swift – iOS development, SQL, HTML, CSS, PL/SQL, XML.
Familiar with: JSON, JavaScript, NodeJS, Express, AWS, Shell Scripting, Python.
Database: SQL (MySQL and Oracle), NoSQL (Firebase).
Operating System: MacOS, Windows, UNIX.

EXPERIENCE

Space Concordia: Spacecraft Division – Junior Software Developer

September 2015 – December 2015

- Documented existing features while reviewed existing code. Made good code, great code.
- Developed applications for satellite prototype and ground station to test and enhance features. Worked with C++. Montreal, Quebec.

Rumbo (Startup company – early stages) — Software Developer

April 2015 - December 2015

- Served as full stack developer for a mobile application (iOS and Android) as part of tech start-up founded by one of my high school teachers.
- Designed, developed and tested features from scratch while followed good code standards and practices. Worked with C# (Unity, MS Visual Studio), Python, PHP and MySQL. Montreal, Quebec.

Beam Me Up Games — Software (Game) Developer Intern – Project: Mafia Casino

January 2015 - May 2015

- Served as full stack developer intern for a mobile game (iOS and Android) as part of the studio Beam Me Up.
- Created new features such as a new reward system, real time description of game items, implemented in-game store.
- Implemented missing core features of the game, while enhanced current and existing features.
- Corrected bugs, documented, refactored and cleaned code. Made good code, great code. Worked with C# (Unity, MS Visual Studio) and BrainCloud (BaaS). Montreal, Quebec.

PROJECTS

PokeCompanion: iOS application [Swift, Python]

Summer 2016 - Present

- Location-based companion app developed in Xcode using Firebase and GoogleMaps. Backend deployed in UNIX server setup and maintained (physically) by myself.

SMSMe @ McHacks (McGill University) – TOP 10 APP – Finalist - [JavaScript]

Winter 2016

- SMS-based multiplatform app developed in Node JS and Express. Used Twilio API, AWS and Tripadvisor API.

Snaphunt: Android application @ ConUHacks (Concordia University) – [Java, PHP, MySQL]

Winter 2016

- Location-based mobile app developed in Java (android) using image recognition (Clarifai) and maps (Google).

Touber: Web application @ HackHarvard (Harvard University) – [PHP, MySQL, HTML, CSS, JavaScript]

Fall 2015

- Location-based web app using bootstrap. Uber for tours, students and tourists.

Real Estate social network: Social Network [PHP, MySQL, HTML, CSS, JavaScript]

Fall 2014

- Fully functional website featuring users, private messaging, profiles, newsfeed and administration.

Online store: ecommerce website – [ASP/JSP/VBScript, HTML, CSS, SQL/ACCESS, JavaScript]

Fall 2014

- Online bookstore developed in several languages for school. Anonymous cart implanted (cookies & sessions).