Wolf Van Dierdonck

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SKILLS

Programming Languages	C#, C/C++, Java, Python, HTML/CSS, JavaScript, PHP
Technologies	Heroku, Azure, Google Cloud, Xamarin, Unity, Google Protobuf

EXPERIENCE

RELOGIX | Software Developer (Intern)   Ottawa, ON | Oct 2019 – Feb 2020

"I highly recommend Wolf for challenges that require a combination of analytical skills, computer programming, persistence and teamwork." - Relogix VP of Engineering

- Created a mobile app using Xamarin that uses NFC to communicate with Internet-of-Things devices that has been adapted by Relogix's installation teams.
- Implemented a custom encryption/decryption scheme to optimize for both speed and security.
- Used Google Protocol Buffers to efficiently serialize structured data.

PROJECTS

AR GRAPHER | C#, Unity

- Built an Android app in Unity that displays the graphs of 3D mathematical functions in augmented reality based on user input.
- Created a computer algebra system to solve various types of mathematical equations.
- Implemented a latex formula renderer to display user input.
- Published on Google Play

WSMAC | Python, Javascript, PHP, Azure, Heroku

- Collaborated with a small group to create a device that gives physical feedback based on a users' spoken grammar.
- Implemented the Azure Speech API to transcribe speech into text.
- Trained a Natural Language Processing model to check sentences for grammatical correctness.
- Created a system to allow for communication between a Heroku server and Arduino client.

AWARDS

HACK3 FIRST PLACE Hack3 | July 2020
Recieved the first place prize at the Hack3 hackathon with 250+ participants

CANADIAN COMPUTING CONTEST DISTINCTION AWARD UWaterloo CEMC | Feb 2020
Recieved the Distinction Award at the Canadian Computing Contest

EDUCATION

UNIVERSITY OF WATERLOO   Waterloo, ON | Sep 2020 - Present
Candidate for Bachelor of Software Engineering | GPA: 4.0