

Xander Griff

Software Engineer

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skills

Ruby Rails HTML5 CSS
SASS Javascript jQuery
MySQL Elasticsearch
Bootstrap Sinatra JIRA
RESTful Architecture Git
Object Oriented Programming
Java C++ PHP
UI / UX Design TDD Agile

education

September 2013 – May 2018

Queen's University

3.6 GPA

Bachelors of Science in Computer
Engineering with Internship

interests

Plays guitar, piano, drums and violin,
avid reader, coffee and chess
enthusiast, skier, tennis player,
foosball guru

work experience

Blackberry

September 2016 – September 2017

– Student Application Developer

As a full-stack Ruby on Rails developer on an agile team, I worked to develop a web application to support the cloud-related needs of the organization, developing modules, automating processes, creating RESTful APIs and designing UI / UX, using Git and JIRA for operations. Took on additional responsibilities in team management to ensure optimal performance.

Waterloop

December 2016 – September 2017

– Head of Business Development

Joined Canada's premier hyperloop design team to broaden my horizons in the tech community in the downtime of my fulltime employment at Blackberry. Led a team of five to forge connections with high profile industry sponsors. We were able to wholly fund our team's procurement and operations and raise over \$50 000 in a span eight months to build a functional hyperloop prototype for SpaceX's International Hyperloop Competition.

projects

Digitician

September 2015 – December 2015

University Course Project

Designed modules for the fitness application Digitician in C++, which models a healthy diet for fitness-minded individuals. Worked as team lead of an agile development team to create an application for Windows 10 with SVN versioning. Designed an algorithm to intelligently generate a plan based on user resources and needs and, as organizational lead, executed macro-scale project planning and team coordination

Findpizzafor.me

November 2015

Hackathon Project

Created a web-app for location-based pizza sharing during a 36hr period. Used Parse (now sadly defunct) for backend and Bootstrap to design the front end in a team of four with evenly shared responsibilities.