

Xavi Simpson

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Education

Carleton University

Bachelor of Computer Science (Honours)

Expected Grad: May 2025

Ottawa, ON

- **Relevant Coursework:** Discrete Structures, Linear Algebra, Calculus
- **Activities:** CU Blueprint, Competitive Programming Club, Computer Science Society, Climbing Club

Technical Skills

Languages/Frameworks: TypeScript, JavaScript, Python, C/C++, SQL, Java, Node.js, HTML/CSS

Other Technologies: React, Redux, Git, Unix, Bash, Express.js, MongoDB

Interests: Badminton, Soccer, Dramas,

Projects

Timershare | TypeScript, React, Next.JS, Socket.io, Node.JS, Vercel

[\(Github\)](#)

- Designed web application enabling users to collaborate using shared timers with **real-time** editing
- Implemented a **websocket server** using Socket.io to allow changes in real-time from users within the same room
- Created **responsive front-end** with CSS and React components

Badminton Tournament Match Database | TypeScript, React, Redux, MongoDB, Node.JS, HTML/CSS

[\(Github\)](#)

- Developed a full-stack web application allowing users to store information about their tournament matches
- Implemented REST API, using **Express.js**, enabling CRUD operations and user authentication with appropriate response codes and **error handling**
- Implemented **responsive** front-end with editing functionality using React components and Chakra UI

University Schedule Converter | Python

[\(Github\)](#)

- Developed a command-line application to enable users to convert their timetables into calendar files
- Parsed user input using **regular expressions** and capture groups to organize course information
- Converted schedule information into a calendar format to allow easy importing into calendar applications
- Utilized object-oriented design principles and to enable adding developing features such as alternative import methods

Nifty Mountains | C++

[\(Github\)](#)

- Developed a **graph traversal visualization** application using C++ and Allegro
- Parsed a mountain's topology map to be used as a graph representation
- Reduced virtual travel time by **60%** using Dijkstra's shortest path algorithm
- Implemented a variety of graph traversal algorithms to find potential routes and display to the user in real-time

Formula 2029 | C++

[\(Github\)](#)

- Led a team to develop a racing game using C++ enabling users to complete fun, and interactive levels
- Implemented a vector-based **physics system** allowing the car to drift and steer with realistic handling
- Developed tests and documentation to solve numerous software issues during the project

Experience

CU Blueprint

Incoming Software Developer

March 2023 - Present

Ottawa, ON

University of Ottawa

STEM Camp Counsellor

July 2019 – August 2019

Ottawa, ON

- Taught over 100 kids different STEM concepts and introduced them to variety of fields within the discipline
- Worked with other co-workers to ensure safety and smooth operation of the camp
- Organized fun and interactive activities to prime young students to concepts like 3-D printing, CAD, and micro-controllers