ADAM COURCHESNE

3rd Year Biomedical Engineering Student

University of Waterloo

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TECHNICAL SKILLS

- ReactJS
- JavaScript
- HTML
- CSS/SCSS
- Golang
- Swift
- Unreal Engine 5
- PostgreSQL
- NodeJS
- OOP
- C++
- C#

NOTABLE DISTINCTIONS

Matt Peters Volunteer Service Award (2020)
- Awarded for completing 250+ volunteer hours and demonstrating strong leadership qualities with the Duke of Edinburgh program

Piotrowski Consultants Ltd. Engineering Scholarship Award (2019)
- Awarded to a student in engineering for academic excellence and a high standard in community involvement

Diplôme d'études en langue française niveau B2
- Passed the B2 level DELF examination which certifies French language abilities for non-native speakers

INTERESTS

- Game development
- Video games
- Woodworking
- Team sports

WORK EXPERIENCE

React and iOS Developer

eButterfly | May 2022 - August 2022
- Assisted in migrating the eButterfly web application from Angular to **ReactJS** on a tight deadline for the global release of their large-scale platform
- Developed new features and performed bug fixes that were integral to the initial release of their iOS application in **Swift**
  - Managed data persistency using the iOS core data services
- Managed a team of five 1st year students by leading daily scrums and providing mentorship on specific development problems

Software Developer

MetricAid | May 2020 - April 2022
- Developed multiple in-production features using **Golang**, **JavaScript**, **CSS**, **HTML**, and **PostgreSQL** for several thousand users
- Programmed a login and registration screen in **ReactJS**, **SCSS**, and **NodeJS** with functioning authentication, validation, and intuitive user input error handling

PROJECTS

Portfolio Website

Developed a resume website to provide a definitive archive of my relevant skills, experiences, and projects
- Modified an open-source website template from GitHub to develop fundamental skills in web development using **ReactJS** and **CSS**
- Please visit my website to learn more about anything you see on this resume, and more about me that you don't see on this resume

Warehouse Wreckage

Created a video game in Unreal Engine 5
- Used the Unreal Engine 5 blueprints to create a level, spawn projectiles, modify collision meshes, and manage game flow for a game based around causing as much chaos as possible
- Learn more about this project and see some images of the final product on my website

EDUCATION

Biomedical Engineering

University of Waterloo | September 2019 - April 2024
- Candidate for a BASc in Biomedical Engineering
- Completed two courses gaining fundamental knowledge of **OOP**, data structure design, and algorithm implementation in **C#** and **C++**
- Courses I've enjoyed:
  - BME 122: Data Structures and Algorithms
  - BME 294: Circuits, Instrumentation, and Measurements
  - BME 261: Prototyping, Simulation and Design
  - STV 205: Cybernetics and Society