# ALEX CAMERON

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#### TECHNICAL SKILLS

Languages Java, C, Python, VB .NET, PHP, HTML, CSS, SQL, Dart

Frameworks Flutter, Flask, Spring

Tools Git, Docker, Jenkins, Collaborator, Visual Studio, VS Code, Android Studio, Intellij

#### WORK EXPERIENCE

## Software Engineer, Co-op

May 2021 - Sep 2022

Gastops

Ottawa, CA

- Collaborated in multidisciplinary engineering teams to develop and maintain desktop client software applications using VB.NET framework.
- Implemented enhancements to an internal Python Flask web application tool used for data visualization and analysis.
- Developed user login page using PHP, HTML & CSS for an internal expense portal.
- Devised and performed test plans to improve the performance and reliability of several company software applications.

## Aquatics Instructor/Supervisor

Mar 2017 - Aug 2020

 $Ottawa,\ ON$ 

- Supervised 3-4 co-workers ensuring all policies and regulations were followed.
- Performed first aid and took appropriate action when dealing with patrons in sudden situations.
- Adapted teaching styles based on different ages and learning types of kids.

#### PROJECTS

City of Ottawa

### IoT Smart Gardening & Farming System - Flutter, Python, Appwrite

Sep 2022-Present

Developed a mobile app and IoT enabled smart gardening and farming solution. The sensor node uses an ESP32 MCU to communicate with the sensor devices. Built the backend using Appwrite which communicates to the sensor node by an MQTT broker. The mobile app was developed with the Flutter framework.

# Personal Website - HTML, CSS, Javascript

Dec 2021-Jan 2023

Developed a greater understanding of web development basics and fundamentals using HTML, CSS and Javascript to share my personal portfolio.

#### Elevator Simulator - Java

Jan 2022 - Apr 2022

Java desktop application which simulates an elevator system. This team project uses various software engineering concepts, such as, concurrency, scheduling, real-time systems, thread synchronization, internet protocols (TCP/IP) and MCV.

Risk Game - Java

Sep 2020 - Jan 2021

Designed and developed a GUI desktop application in java, based on the board game Risk, which implements several software development patterns, such as objected oriented programming, MCV and test-driven development.

#### **EDUCATION**

#### Bachelor of Software Engineering, Co-op, Carleton University

Expected Dec 2023

- Relevant Coursework: Object-Oriented Software Development, Algorithm Design, Sequential Programs.
- Cumulative CGPA: 9.41/12 (B+)
- Co-op work terms completed: 4/5 Work Terms
- Availability: 4 months starting May 2023 and full time in January 2024.