Brock Chelle

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Engineering Co-op Program
University of Alberta

University of Alberta Academic and Co-op Status

Computer Engineering - Software, BSc Co-op	Class of 2022
Cumulative Grade Point Average	3.4/4.0
Completed Academic Terms	5 of 8
Completed Co-op Work Terms	2 of 4
Next Work Term	May - December 2021

Computer Experience & Skills

Languages: Typescript, Javascript & NodeJS, Python, C/C++, Swift, Java, HTML, CSS.
Libraries & Frameworks: React, JQuery, ExtJS, Express, Mongoose, Passport, SASS.
Databases: MongoDB, Firebase, SQLite.
Operating Systems: Windows, Ubuntu, MacOS.
Version Control: Git (Github, Gitlab), Subversion.
Other: Figma, MSOffice, Google Drive, Jira, Confluence, Crucible.

Work Experience

Willowglen Systems Inc, Edmonton, AB   January - September 2020
Co-op Software Developer
- Developed a backend application with C++ to collect and analyze data regarding GPS locations.
- Developed a front end application with JQuery, HTML, and CSS which is used for creating and visualizing reports for safety and system accuracy.
- Designed & Implemented several front end components with ExtJS for a client upgrade project.
- Completed thorough field testing with our QA team to ensure quality of a new product.
- Performed several code reviews for other developers at Willowglen.
- Led multiple company update meetings with 30+ attendees.
- Analyzed the current state of a client's existing software as part of an upgrade project.

Edmonton River Valley Junior Golf Club, Edmonton, AB   May - August 2018
Community Promotions Coordinator
- Promoted the River Valley Junior Golf Club to over 40 schools and 80 community leagues.
- Gained experience in managing the company's website.
- Communicated with advertisers to promote our program and with customers to respond to their requests or questions.
- Taught abled and disabled groups of children the basics of golf and proper etiquette.

Portfolio Projects

"KeepIt – Item Tracker" iOS Application   June - September 2019
Personal Project

- Developed an iOS application using Swift that helps users keep track of their belongings.
- Used Google Firebase for Authentication, Cloud Storage, and to store User Information.
- Implemented the MVC design pattern to separate the UI from the data.
- Created a prototype of the UI using the Figma design software.
- App was approved by the app store and is now available on all iPhone and iPad devices.

    App Store URL: https://apps.apple.com/ca/app/keepit/id1474698806

Maze Generator and Solver   November - December 2018
Personal Project

- Worked with a partner to develop a python program capable of generating mazes over 50,000,000 pixels using a depth first search algorithm.
- Implemented 3 algorithms to solve the mazes in order to study their different time complexities.
- Created multiple simulations to provide a visual understanding of the various algorithms used.

Educational Achievements

- Jason Lang Scholarship for Academic Excellence, 2018- 2020
- Alexander Rutherford Scholarship, 2018
- Honours, Harry Ainlay High School, 2015-2017

Additional Information

Summer 2019 - Enhanced my skills as an software developer and developed multiple iOS apps

- Class 5 driver's license with clean driver's abstract
- Possession of a personal car
- Engineering safety course certificate, 2017

References Available Upon Request