

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

7 of 8

Completed Co-op Work Terms

2 of 4

Length of Next Work Term

8 months

Computer Experience & Skills

Languages: JavaScript (React, NodeJS, Express, Mongoose), Python, C/C++, Swift, Java, Bash, C#, MATLAB, CSS (SASS), HTML

Databases: MongoDB, MySQL, Firebase

Operating Systems: Windows, Ubuntu, CentOS, MacOS

Version Control: Git (Github, Gitlab), SVN

Other: MSOffice, Google Drive, Atlassian (Jira, Confluence, Crucible), Figma

Work Experience

Willowglen Systems, 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 JavaScript (jQuery), HTML, CSS, used for developing reports for safety and system accuracy.
- Worked with our QA team to perform thorough field testing for PROXICOM.
- Proxicom code reviews
- Yongin current state analysisY

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
- Negotiated with a golf shop to receive a discount on golf clubs for the organization
- Taught abled and disabled groups of children the basics of golf and proper etiquette

Project Experience

“KeepIt – Item Tracker” iOS Application

June - September 2019

Personal Project

- Developed an iOS application using Swift that helps users keep track of all their items
- Used Google Firebase for Authentication, Cloud Storage, and Database
- Implemented the MVC design pattern to separate the UI from the data
- Created the UI using the Figma design software to plan view controller appearance, prototype application flow, and create image assets
- 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

Tangible Computing I (CMPUT 274) – Final 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
- Received a mark of 95% which was the 2nd highest grade in the course for our work on the project

Educational Achievements

- Jason Lang Scholarship for Academic Excellence, 2018, 2019
- Alexander Rutherford Scholarship, 2018
- Honours, Harry Ainlay High School, 2015-2017

Additional Information

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

Summers 2015, 2016, 2017 - Actively trained for and competed in golf tournaments nationwide

Sports

- Won a gold medal as a member of Team Canada for the Golf EuroCup, 2015

Other

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

References Available Upon Request