

# Boris Smus

## UBC Computer Science Co-op Program

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## Objective

*To obtain a challenging software development position that would allow me to contribute to an exciting project.*

## Highlights of Qualifications

<i>Personal Traits:</i>	Self motivated, Team player, Fast learner
<i>Natural Languages:</i>	English, Russian, some French, some Hebrew
<i>Languages:</i>	C, C++, C#, Java, Python, Bash, Scheme
<i>Technologies:</i>	XML, SQL, OpenGL, SDL, .NET Framework
<i>Operating Systems:</i>	Linux, Solaris, Windows
<i>System Administration:</i>	DNS, DHCP, SSH, FTP, NFS, MS Exchange

## Professional Experience

**Programmer**, Research In Motion Ltd, Mississauga, ON May - Aug 2005

- Designed and implemented a Media Engine test framework in Python
- Created sample SVG content for performance tuning and GIS applications
- Contributed to the development of an embedded SVG rendering engine using J2ME

**Programmer**, Custom House, Vancouver, BC May - Aug 2004

- Worked well in a team, developing a three-tier system written in .NET
- Automated customer file format generation through a GUI written in C#
- Adhered to strict extreme programming methodology
- Learned and applied good software engineering techniques

**Programmer**, SchemaSoft, Vancouver, BC Jan - May 2004

- Developed .NET applications to facilitate creation of file format converters
- Implemented a subset of the SVG DOM in C++
- Wrote and integrated an XML editor into a file format development studio
- Learned and applied many XML-related technologies: XSLT, XPath, XML Schema, XML DOM

**System Administrator**, SchemaSoft, Vancouver, BC Jun - Jul 2003

- Provided all software installs, networking setup and technical support for an international conference: SVGOpen 2003
- Ensured proper functioning of SchemaSoft's network infrastructure
- Managed source control in CVS and VSS repositories

**Web Designer**, Gryphon Art Gallery, Harrison, BC Jul 1999 - Feb 2002

- Created and maintained an online art gallery for two aspiring artists
- Scanned and prepared works for online publishing using Photoshop
- Successfully promoted the gallery on major search engines and art guilds

<b>Relevant Projects</b>	<b>Programmer, Computer Graphics</b> Dec 2003 - Dec 2005 <ul style="list-style-type: none"> <li>• Developed several small games for Linux using the SDL/OpenGL platform</li> <li>• Excelled in computer animation assignments, including inverse kinematics solver and rigid body simulation</li> </ul>
	<b>Programmer, Web Development</b> Sep 2001 - Aug 2004 <ul style="list-style-type: none"> <li>• Developed a web-based role playing game using Zope 2</li> <li>• Created a web site for “Philharmonia Chamber Ensemble”</li> <li>• Used XHTML, CSS, server side scripting using Apache and mod_python</li> <li>• Designed concert programs and advertisements using Open Office and L<sup>A</sup>T<sub>E</sub>X</li> </ul>
	<b>System Administrator, Home Network</b> Mar 1997 - Current <ul style="list-style-type: none"> <li>• Configured and installed various flavors of Linux and BSD</li> <li>• Administered all services on z3.ca, including Bind 9, Apache 2, svn, etc</li> <li>• Assembled x86 and amd64 machines from individual hardware components</li> </ul>
	<b>Designer, Robotics</b> Mar 2001 - Current <ul style="list-style-type: none"> <li>• Efficient card dealer distributed cards to up to eight players</li> <li>• Mobile rover mapped its surroundings and communicated them to a PC for visualization.</li> <li>• Device mixed and layered precise amounts of liquids of different density and viscosity.</li> </ul>
<b>Education</b>	<b>University of British Columbia</b> Year 4, Computer Science Honours <ul style="list-style-type: none"> <li>• Introduction to Software Engineering - 90%</li> <li>• Software Development Laboratory - 90%</li> <li>• Principles of Software Engineering - 88%</li> <li>• Principles of Computer Science - 87%</li> </ul> <p>GPA: 81%, in major: 86%</p>
<b>Interests</b>	Reading good books, Piano and guitar, Long distance running, Downhill skiing, Windsurfing, Japanese paper folding
<b>References</b>	Available upon request