

Brett Selby

Software Engineering

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Summary of Qualifications

- Proficient in Python, C/C++; experienced with Java, JavaScript, HTML, and CSS
- Experience in leadership position as taekwondo instructor
- Collaborated on software projects using Git, GitHub, JQuery, React, and Qt
- Met stringent deadlines while working on hackathon projects

Projects

- Messenger LaTeX (*June 2017*)
 - Chrome extension with JavaScript and MathJax to render LaTeX in Facebook Messenger which won 1st Place at MHacks Nano
 - Wrote the code to detect network events and the message passing between different parts of the extension
- Random Pomodoro (*September 2016*)
 - Created web application with JavaScript, CSS, and Move.js which uses random timers and a roulette-style interface to make time management more fun
- Spark (*March 2015 – Present*)
 - Text-based roguelike game with randomly generated dungeons which uses the BearLibTerminal console emulation library and Python

Work/Volunteer Experience

- Controls Team on University of Waterloo NanoRobotics Group (*October 2017 – Present*)
 - Used Qt to add a camera interface to the GUI used for controlling nanorobots
- Instructor at Kees Taekwondo Kelowna (*February 2015 – August 2017*)
 - Developed conflict resolution and improvisational skills by teaching martial arts to children aged 4-16
- Internship at Pareto Platform (*May 2016 – August 2016*)
 - Learned about commercial software development and gained experience doing web development with JavaScript, HTML, CSS, and Apache Tomcat
- Referee at Kelowna Minor Hockey Association (*September 2013 – December 2016*)
 - Gained leadership and interpersonal skills from resolving conflicts while officiating minor hockey

Education

- 1B Honours Software Engineering at University of Waterloo
September 2017 – June 2022 (Anticipated)
- Graduated from Kelowna Secondary School with English and French Diploma
September 2014 – June 2017