

Richard H. Canada, Jr.

rich.canadajr@gmail.com

Education

University of Wisconsin Stout – Menomonie, WI

09/10 – 12/14

B.S. Game Design & Development, Computer Science – Concentration

B.S. Applied Math and Computer Science, Software Development – Concentration

Experience

PeopleNet

01/15 – Present

Software Engineer I

- Associate gaming technologies to trucking simulator.
- Develop new features for Android platform.
- Responsible for creating release images for new devices.
- Utilize Xamarin Android to port legacy device code to Android platform.
- Port existing web code to utilize Microsoft Azure services.
- Assist 3rd party developers with product questions.
- Cross train senior and junior developers in builds, 3rd party plugins, and Android.
- Provide guidance and lead interns as well as new hires.
- Improve versioning and automated build system.

Maverick Software Consulting – PeopleNet

06/14 – 12/14

Software Engineer Intern

- Fixed software bugs on legacy platforms.
- Diagnose and write reports on RMA devices.
- Developed features on Windows 7 tablet devices using C#, .NET, and WPF.

Maverick Software Consulting – Menards

05/13 – 05/14

Software Engineer Intern

- Developed CMS grid pages utilizing JQuery.
- Created design documentation for upcoming changes and features.
- Assist mid-level developers in front end development of web features.

Game Development Experience

DeFragged

07/14 – 12/14

3D Multiplayer FPS Independent Study developed in Unreal Engine 4

- Explore relationship between dedicated game servers and their clients.
- Developed gameplay and multiplayer systems using C++.
- Organize small team using agile and scrum practices.

Spirit Invasion

09/13 – 05/14

3D 3rd Person Arcade Flight game developed in Unity

- Developed camera and dialogue game systems.
- Assisted with physics and gameplay programming.
- Organized public testing group to gather gameplay feedback.
- Designed overall gameplay flow.

Technical Skills

Exceptional:

- C# / .NET
- Python
- WPF/WCF
- Win Mobile

- Android
- Xamarin
- Client/Server Systems
- Java

Experienced:

- ASP.NET
- JQuery
- MS Build Systems

- Unreal Engine 4
- Unity 5
- Django
- C++