# Carlos Santana

# carlossantana3279.github.io github.com/carlossantana3279 ca.linkedin.com/in/carlos3279

### **Bachelors of Applied Science**

🗣 Hamilton, Ontario 🛛 (905)-807-3279 🖂 santanjc@mcmaster.ca

## **Highlights of** Qualifications

- Enrolled in Level IV of McMaster's Computer Science Honours Program (with Co-op)
- Proficient in: C#, SQL, HTML, CSS, C++, and Java
- Excellent communication and problem skills developed through work experience
- Strong academic record showing a strong work ethic

## Work **Experience**

## **Bell Canada**

Software Developer Mississauga, On May 2017- Aug 2018

- Design, develop, and maintain in-house tools used by the Network Team in an agile environment
- Worked in a small 5 person DevOps team utilizing scrum
- Build SQL queries, scripts, and help automation of manual processes
- Design and modify SQL databases to be used by our tools
- Embraced Scrum Master Role for 6 months where the role includes facilitating meetings, managing the scrum process within the team, and ensuring scrum practices are being followed
- Ran bi-weekly workshops successfully for 6 months
- Developed sprint based Calendar and Log Viewer Web Apps as selfdirected projects in an agile manner

#### **CS Software**

Founder, Designer Hamilton, On June 2016 - Current

- Started Web Design and Software Development business. Raised \$3000 in start-up funds from Ontario's flagship entrepreneurship program
- Design Websites using WordPress for local businesses.
- Developed Touch Roulette Decision Maker App. A cross platform app to help make a group of friends make decisions quickly in a fun way with over 45,000 downloads and a 3.8/5 rating on the Play Store.

## Tools & Skills

#### Languages

#### Tools & **Frameworks**

## C#, Java, Python, C++, HTML, CSS, JavaScript, SQL, PHP, Lua

Git, .Net Core, TFS, jQuery, Bootstrap, Unity Game Engine, OpenGL, AWS, Openstack, WordPress CMS, Corona SDK, Agile, Visual Studio, MS Office

#### **Education**

## **McMaster** University

Hamilton, On **Graduating April** 2019

- Enrolled in final year of Bachelor of Applied Science in Computer Science with co-op
- Currently maintaining a 3.70/4.0 GPA, (an A-)
- Relevant course work: Data Structures and Algorithms, Software Requirements & Design, Databases, Computer Graphics
- Computer Science Society Executive Vice President of Technologies

## **Software Projects**

#### **Good Life Index Project**

Java, Project Leader/ Back End Developer

A web application that allows users to search for cities in the US and get important statistical crime rate information and creates a score for each individual city based on the city's crime rate. Used communication skills and Git version control to work in a group of 5 effectively.

# **Target Crisis**

C++, OpenGL

An on-rails shooter inspired by Time Crisis. Development team of 4. Implemented texturing, lighting, ray-picking, sphere hit detection, Fog. Artificial Intelligence, and a HUD for the player.

# **Terrain Generator**

C++, OpenGL

A graphics program using C++ & OpenGL to produce and display an interactive terrain mesh. Implemented Flat shading and Gouraud shading. Terrain can be generated by several different algorithms. Multiple modes for displaying terrain: wireframe, with lighting & shading, and hypsometric.

## Additional Work

- Shipping and Receiving, Terra Greenhouses
- General Laborer, Homes by John Bruce Robinson

Summers of 2015-2016 Summers of 2012-2015