Carlos Santana

Bachelors of Applied Science

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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

- Designed, developed, and maintained in-house tools used by the Network Team in an agile environment
- Worked in a small 5 person DevOps team utilizing scrum
- Built SQL queries and aided in the automation of manual processes
- Designed and modified SQL databases to be used by our tools
- Executed the Scrum Master Role for 6 months and successfully designed and facilitated meetings, supervised the scrum process within the team and ensured that proper processes were followed
- Coordinated and delivered bi-weekly bi-weekly workshops for 6 months
- Developed sprint based Calendar and Log Viewer Web Apps as self-directed projects in an agile manner

CS Software
Founder, Designer
Hamilton, On
June 2016 - Current

- Founded a 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 total downloads and a 3.8/5 rating on the Play Store

Tools & Skills

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

Tools & Frameworks
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 allowing users to search for cities in the US and retrieve relevant statistical information creating a score for each city based on the city's crime rate. Worked collaboratively with a team of 5 members, employing Git version control and effective communication skills

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 — Summers of 2015-2016
- General Laborer, Homes by John Bruce Robinson — Summers of 2012-2015