Christopher Vander Veen

Edmonton, AB | cjvander@ualberta.ca | 403-969-2342 | linkedin.com/in/chris-vanderveen
github.com/chris-vanderveen

Education

University of Alberta, BSc in Computing Science — Sept 2022 – May 2026 (Expected)

- **Coursework:** Algorithms I, Software Engineering, Machine Learning, Reinforcement Learning, Computer Architecture, File and Database Management, Operating Systems, Cryptography

Experience

Coding Data Annotator, Data Annotation – New York, NY — January 2024 – Sept 2024

- Assessed code snippets generated by AI chatbots for correctness, efficiency, and style
- Evaluated the functionality and performance of AI-produced algorithms and data structures
- Provided detailed feedback on code quality, including suggestions for optimization

Language Data Annotator (3mo Contract), TransPerfect – Vancouver, BC — July 2024 – Sept 2024

- Evaluated and rated responses from AI chatbots for quality, relevance, and safety
- Developed and refined prompts for specific categories to test AI model capabilities
- Conducted comparative analysis of responses from different chatbot models
- Collaborated in a team environment to maintain consistency in evaluation criteria

Lead Operator, White Swan Environment Ltd. – Red Deer, AB — June 2017 – Aug 2022

- Led a small team of operators, demonstrating leadership and communication skills
- Utilized spreadsheets for data entry and analysis of daily logs and operational totals
- Ensured regulatory compliance with AER guidelines for dangerous oilfield waste transport
- Implemented and improved safety protocols and procedures in a high-risk environment

Projects

Conclave — github.com/DroidDesign

- Software Engineering class project. Developed an event management Android application with user authorization, geolocation services, and QR code functionality
- Tools Used: Java, XML, Firebase, Android Studio

F1-Telemetry — github.com/F1-Telemetry

- Developed an application to collect telemetry data from the F1 2023 video game via UDP packets.
- Tools Used: Rust, JSON, Serde

3D Lunar Lander

- Taking inspiration from the classic OpenAI Gymnasium reinforcement learning LunarLander environment, I created a 3-Dimensional version of the environment for RL agents using the Godot game development engine.
- Tools Used: Godot, C#, Python

Technologies

Languages: Java, Rust, C, C#, Python, SQL, JavaScript, TypeScript

Technologies: Svelte, Tailwind CSS, Tauri, PostgreSQL, SQLite, Godot