Resume of Christopher Darc

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Objective

I am a student seeking full time employment upon my graduation in May 2017 with a Bachelor of Science in Computer Science. My interests lie in mobile computing, web programming, and server side development.

Industry Experience

Push Interactions, Saskatoon, Saskatchewan   **Summer 2016**

Worked for four months full time as an iOS Developer Intern as a part of an Agile development team to develop Apps in Objective C and Swift. This position allowed me to learn the intricacies of working as a part of a professional development team. Some examples of team actions I participated in to build value for the company:

- Pair programming at the beginning of projects, or to solve difficult problems.
- Numerous code reviews to help ensure the company was producing quality code.
- Attended team meetings to discuss new approaches to programming to improve our overall codebase.

I became a trusted resource in the company, enough that I was asked to help interview potential candidates for iOS Development and give my recommendations to the COO.

I added value to the company by promptly delivering well written code. Some of the apps I contributed to on the Apple App Store:

- Built large parts of the McDougall Bay app which allows users to view and bid on auction items.
- Converted the SkillShark app from supporting iPad only to supporting both iPad and iPhone in only 5 days.
- Found and solved several difficult bugs in App-Pro Logistics and SkillShark.
- Helped reach a time deadline with the SNAP: Smart Nutritional Advice for Pets app by implementing some of the final features as well as solving a few bugs.

I developed apps using the following technology:

- Used Git for version control and have a good understanding of how it works.
- Managed dependencies with CocoaPods, experience working with numerous 3rd party libraries.
- Used Apple's CoreBluetooth Framework to communicate with Bluetooth Low Energy (BLE) devices.
- Implemented In-App Purchase in Swift on the Rez Monsters project.
- Communicated with REST API's using the AFNetworking (some experience AlamoFire in Swift).
- Stored data within many apps using Realm databases.
- Used the App Coordinator approach in building some apps to remove code from the View Controller
- Improved my ability to abstract problems and solve them by fixing bugs in numerous apps.

Personal Projects

Gym Journal

Gym Journal is an intelligent workout tracker. The user inputs their exercises and the app will do the rest! The app uses a hamburger menu for navigation and I am currently working on user input of their exercises which will be stored in a Realm database. The next set of features I will tackle are:

- Useful graphs such as overall volume over time and specific exercise volume over time.
- Personal record tracking.
- Informing users of muscles or body parts that they haven't worked on in a while that may need attention.
- In-app purchase of some of the above features
- A stretch goal of implementing a server that the app can use to access a database of exercises.

Educational Background

Bachelor of Science Candidate – Computer Science

University of Saskatchewan, Saskatoon, Saskatchewan   **2012 - Present**

During the later years of my computer science degree I have been taking classes that focus on mobile development and group work. This will benefit my future employer and I in a mobile development position.

Class Projects:

I learned the development lifecycle of a mobile app from industry experts in the Software Development for Mobile Devices class. I worked as a part of a group to develop Amalgamate, a social media aggregator, it's on the Apple App Store! Our group took an agile development approach to building our app and we adapted to problems as we encountered them. I received an 87% mark in this class.

In Mobile and Cloud Computing, I worked as part of a group to develop a cloud based Connect-4 game. The server was written in C# and could connect clients on the platforms iOS, Android, Mac, and Windows. I received an 85% mark in this class.

Other University Level Courses:

- Web Programming, Implementation of Graphical User Interfaces, Human Computer Interaction, Software Engineering, Machines and Algorithms, Programming Language Paradigms, Theory and Application of Databases.
- Statistics, Number Theory, Calculus, Linear Algebra
- Mechanics, Chemistry, Geology, Astronomy
- Accounting, Marketing
- English, Economics, History, Sociology

Other Recent Work Experience

University of Saskatchewan ICT Client Services   **2015 – Present**

Part time employment as a Student Assistant at the University of Saskatchewan's Information and Communications Technology Service Desk.

Worked as part of a technical support team that provides prompt, knowledgeable, courteous computing support services to faculty, staff, and students at the University of Saskatchewan.

British Columbia Ferry Services Inc. Horseshoe Bay, West Vancouver, B.C.   **2013-2015**

Scheduled and on-call Seasonal employment as a Terminal Attendant, worked as a part of a team to ensure the safe loading and discharge of numerous vessels per shift.

Improved time management and punctuality by ensuring the on-time departure of multiple vessels every shift.

Built trust with the company by being a consistent and dependable employee, safely operating company vehicles, and contributing positively to the team to help work toward common goals.

Interests

- Spending time with family and friends.
- Weightlifting and other fitness activities.
- Formerly was a competitive soccer player and continue to enjoy playing the sport.
- Boating and other watersports.
- Skiing
- Travel
- Volunteer work in the past has included:
    - Saskatoon Food Bank & Learning Centre Garden Patch – Push Interactions plot.
    - Campus recruitment volunteer and open house host at the University of Saskatchewan.
    - Community soccer coaching.
    - West coast of Vancouver Island environmental clean-up project.

References Available Upon Request