Charles Russell

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Education

Bachelor of Science, Applied Computer Science

September 2020 – April 2022

University of Winnipeg (UofW), Winnipeg, MB

Major GPA: 4.2

Awards: Dean's Honour List

Technical Skills

Languages: Java, C#, Python/Numpy/Pandas, JavaScript/HTML/CSS, SQL

Frameworks: Node, Express, Handlebars

Tools: Unity, Git, Unix, Photoshop, PostgreSQL, MongoDB

Projects

• Unity Games (C#)

github.com/cjrussell23/Arcade

- o Created multiple 2D games using Unity along with free and custom assets
- o Compiled multiple games into an 'arcade' including soccer themed Pong, Brick Breaker, Space Invaders, and a 2D platformer
- o Other Unity projects include:
 - o A 2D RPG platformer github.com/cjrussell23/Knight-of-Xylasia
 - o A basic top-down RPG github.com/cjrussell23/Top-Down-RPG
 - o Basic 3D first-person and third-person shooter games

• Flappy Bird Clone (Java)

github.com/cjrussell23/FlappyBirb

- o Created a Flappy Bird Clone using the Java AWT package
- o Created a state system for the menu / main game loop
- o Implemented a high score system, sprite splitter, and tick system

• Personal Website (JavaScript/HTML/CSS)

github.com/cjrussell23/cjrussell23.github.io

- o Created a personal website using github pages to showcase some of my projects and hobbies
- o Implemented a mobile-first responsive design
- o Used bootstrap for functional components (Nav, Carousel, Popover)

Work Experience

• Sign Maker

The Sign Source

October 2018 – January 2021

- Worked with clients and co-workers to design and manufacture signs
- Delivered and installed signs with precision and attention to detail

• Line/Prep Cook

The Raven Bistro

April – August 2017, 2018 (Seasonal)

- Prepared food in a timely and hygienic manner by following recipes and food presentation specifications
- o Trained other line and prep cooks to work in a fast paced, team oriented environment

• Head Lifeguard

Beaver Creek Camp

June – August 2012–2016 (Seasonal)

- Lead and supervised other lifeguards, children, staff, and volunteers at the pool and in various camp related activities.
- o Problem-solved conflicts between children by listening and collaborating on a solution