

Cody Howarth

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EDUCATION

UNIVERSITY OF TORONTO

HONS. BSc IN COMPUTER SCIENCE
Specializing in Computer Systems
Expected May 2017 | Toronto, ON

CONESTOGA COLLEGE INSTITUTE OF TECHNOLOGY AND ADVANCED LEARNING

MECHANICAL TECHNICIAN
General Machinist (Apprenticeship)
Graduated 2008 | Kitchener, ON

CERTIFICATION

GENERAL MACHINIST CERTIFICATE OF QUALIFICATION

Ministry of Training, Colleges and
Universities, Government of Ontario
Received 2010 | Kitchener, ON

EXPERIENCE

2CM INNOVATIVE MACHINING

General Machinist
Guelph, ON | July 2012 - July 2013

COMTECH MFG., A DIVISION OF LINAMAR CORPORATION

General Machinist
Guelph, ON | August 2009 - June 2012

CAMCOR MFG., A DIVISION OF LINAMAR CORPORATION

General Machinist Apprentice
Guelph, ON | June 2008 - June 2009

SKILLS | PROGRAMMING LANGUAGES

INTERMEDIATE

- Java
- Python

LEARNING/BEGINNER

- C

TOOLS

- SVN • Eclipse • Wing

OS

- Linux • Windows

COURSEWORK

- Intro to Computer Programming
- Math Expression and Reasoning for Computer Science
- Intro to Computer Science
- Intro to Theory of Computation
- Software Design
- Calculus
- Linear Algebra
- Probability with Computer Applications
- Software Tools and Systems Programming
- Data Structures and Analysis
- Computer Organization

CGPA AS OF JAN 2015 | 3.09/4.0

PROJECTS

TRIAGE APP | CSC207H1 GROUP PROJECT

Oct-Dec 2014

- Working in a team context, developed a mobile application for android that can be used by hospital staff to collect patient information and assist in performing triage for patients who arrive at the hospital Emergency Room.
- Created for CSC207|Software Design.
- Originally developed using Subversion | svn.

SUPER MANIA ZOMBIE SURVIVAL GAME | HACKWESTERN

2015 PROJECT

March 2015

- Working in a team context, developed a test game for the Oculus Rift using Unity 5.
- Personal contribution, created simple movement in zombies by learning C# scripting for Unity.
- Originally developed using Github | git.
- <http://challengepost.com/software/super-mania-zombie-survival-game>