Cole Boothman

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TECHNICAL SKILLS

PROGRAMMING LANGUAGES

Java, Python – Advanced (3 years)
HTML, CSS, JavaScript – Experienced (2 years)
C, C++ - Average (1 year)

TECHNOLOGY

Version Control: Git, Jenkins, Docker
Testing: JUnit, nosetests
Other: JQuery, SQL, shell, Linux, Mac

EXPERIENCE

Workday - www.workday.com
Software Development Engineer Intern, Media Cloud Services   Sept 2017 – Present
- Developed a media tracking service for aggregating video statistics for customers in **Python**
- Tested and maintained current Media Cloud code-modules using **Git, Docker, Jenkins** and **Nosetests**
- Practiced Agile and Scrum in 2 week sprints in a 10 person development team
- Worked closely with Product Management to design, test, implement new features for customers
- Massively increased test coverage through unit, functional and integration tests
- Reported issues, verified tickets and documented code modules using **JIRA** and **Confluence**

Natural Resources Canada - https://www.nrcan.gc.ca/home
Software Developer Intern   Jan 2017 – April 2017
- Designed, tested and built an interactive mapping application for viewing information on Canada's forests in a full-stack development role. Maps developed using the **OpenLayers 3 JavaScript Framework.**
- Application Development with **Apache, PostgreSQL, Java, JavaScript, JUnit, HTML and CSS**

PROJECTS

Naïve Bayes Classifier for Movie Sentiments   May 2017, 1 Person Project
- Created a Machine Learning Classifier for a Natural Language Processing Problem. Takes any input movie review and calculates a prediction on whether that review has a positive or negative sentiment.
- Implemented in **Python** using NumPy and Scikit

Personal Portfolio Website   June 2017, 1 Person Project
- Personal Website created to showcase current portfolio of personal projects.
- Built from scratch using **HTML, CSS, JavaScript/jQuery**.

BattleSnake 2016/2017 Programming Competitions   March 2016/2017, 5 Person Project
- AI Bot coded to compete against other teams in classic "Snake" video game http://www.battlesnake.io/
- Developed in **Python**, reached semi-final match both years, placed in top 10 of 50+ teams

EDUCATION

University of Victoria   Sept 2013 – Dec 2018 (Expected)
Bachelor of Science, Computer Science Major (Software Eng. Option)
Minor: Germanic Studies