

Cole Boothman

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EXPERIENCE

NFIS Canada

Software Developer (Intern)

Jan 2017 – April 2017

- Web Application Development for the Federal Government
- Implemented a web application for viewing various maps and information from Canada's forestry sector in full stack development role.
- Developed proficiency using Linux, Apache Servers, SQL, Java, JavaScript, JQuery, HTML and CSS

PROJECTS

Personal Portfolio Website

(August 2016 – September 2016, 1 Person Project)

- Personal Website created to showcase current portfolio of personal and team programming projects
- Implemented using HTML, CSS and JavaScript/JQuery scripts

BattleSnake 2017 Programming Competition

(March 2017, 5 Person Team Project)

- AI coded to compete against other teams in game: <http://www.battlesnake.io/>
- Reached semi-final match ranked in top 15 of 50+ teams

2D Space Invaders Video Game

(April 2016 – October 2016, 1 Person Project)

- 2D arcade shooter-style video game implemented in Java with Object Oriented Programming style focus
- Created using multiple Java AWT Libraries
- Personal Graphics/Artwork designed using Photoshop and Pixel Sheets

EDUCATION

University of Victoria

Sept 2013 – May 2018 (Expected)

Bachelor of Science, Computer Science Major (Software Eng. Option)

Minor: Germanic Studies

TECHNICAL SKILLS

PROGRAMMING LANGUAGES

Java, JavaScript, HTML(5), CSS(3),
Python, C++, SQL, JQuery

OTHERS

Git/Github, Microsoft Windows, Apache,
Mac OS, Linux, Adobe Photoshop