

DAVID KNIGHT

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RELEVANT SKILLS

PROGRAMMING

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|---------|---------|---------|---------|---------------|---------|
| Android | 4 years | Git/SVN | 2 years | SQL | 2 years |
| Java | 4 years | JQuery | 2 years | HTML5/CSS3/JS | 2 years |
| C/C++ | 4 years | Python | 2 years | PHP | 2 years |

EDUCATION

UNIVERSITY OF WATERLOO

Honours Bachelor of Computer Science, Business Option
With Distinction (80%+ cumulative average)
January 2013 – August 2015

CONESTOGA COLLEGE

Electrical Technician Industrial Ontario College Diploma
September 2009 – May 2011

RELEVANT COURSES

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|-----------------------------|---|
| CS349 - User Interfaces | CS446 - Software Design and Architecture |
| CS350 - Operating Systems | CS447 - Software Testing and Quality Assurance |
| CS456 - Computer Networks | CS348 - Introduction to Database Management |
| CS454 - Distributed Systems | CS445 - Software Requirements and Specification |

DEVELOPMENT

Experienced using version control management systems such as Git and SVN
Competent with test-driven methodologies and agile development
Experienced with object oriented and functional paradigms
Proficient with Software Architectural Styles and Software Design Patterns

WORK EXPERIENCE

SAP – Core Infrastructure Developer

November 2015 – Present

I developed hybrid mobile applications using Cordova supporting Android, iOS and Windows Phone platforms. I collaborated effectively in a small team using Git version control management system.

PROJECTS

CHESS GAME

git.io/vs6aH

With a classmate in Object-Oriented Software Development (CS246), we developed a chess game written in C++ using X11 window system APIs. We collaborated using Git version control management system and used well known architectural styles and design patterns in the development of this project.

DESIGN PROJECT – BEST FUEL

git.io/vs6VU

In a team of four within Software Design and Architecture (CS446) we pitched, developed and presented a mobile app named Best Fuel. Best Fuel is a gas economy tracking Android app which also allows users to find nearby food places and cheap gas stations. Our app uses Google Maps and Places APIs as external data sources. We also developed a Restful API to connect to our PHP/MySQL backend. From developing this project, we became skilled using Android Studio for android development and GitHub for collaboration.

CLIENT/SERVER IMPLEMENTATION

With a partner in Distributed Systems (CS454), we developed a simple RPC library. The library was developed in C++ and used TCP/Sockets for communication between the Client, Server and Binder processes. We worked cohesively as a team to complete the project two weeks earlier than required - including the bonus portion!

SCHOOL DIRECTIONS WIDGET

git.io/vs6zo

With a partner in User Interfaces (CS349), we developed a School Directions widget. We used HTML5, JavaScript, CSS3, JQuery and Mustache to create the widget. Furthermore, we followed the Model-View-Controller design paradigm and used Google Maps APIs and University of Waterloo APIs as external data sources.

INVOICER

git.io/vs6Vn

One of my many side projects is an Android app named Invoicer. With Invoicer you can manage the products and services you sell, create an invoice, send an invoice with a generated email and finally view old invoices. In the development of Invoicer, I followed the Material Design philosophy and guidelines. Furthermore, I built a flexible User Interface with the help of Android fragments. Invoicer will be available on the Google Play Store very soon.

COMPILER

In Foundations of Sequential Programs (CS241), I created an assembler and a compiler for an example high-level language. I also competed in a compiler optimization challenge at the end of the term and finished in eighth place.