DANA HUGET

Software Developer, BSc Geomatics

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EDUCATION

University of Victoria, Victoria BC — *BSc Geomatics*

JANUARY 2016 - DECEMBER 2018

Combined majors Computer Science and Geography accomplished in three years with co-op work experience

EXPERIENCE

19Labs, Victoria, BC — *Intermediate Software Engineer*

SEPTEMBER 2018 - PRESENT

- Development and support for the 19Labs Gale Project in an agile, spatially and discipline diverse team environment
- Contribute software engineering in the full software development life cycle from concept through delivery of industry leading web based and mobile telehealth platforms
- Writing well-designed, elegant code that is in compliance with project and design specifications for both front & back end
- Troubleshooting and debugging with the ability to analyze code and engineer well-researched solutions
- Providing peer feedback and contributing to highly maintainable code with code reviews
- Ensuring customer experience satisfaction through quality assurance
- Developing flowcharts and documentation to describe software

19Labs, Victoria, BC — *Junior Software Engineer (Co-op)*

APRIL 2018 - AUGUST 2018

- Provided support to senior developers
- Assisted in the maintenance of software, fixed small bugs and developed features that directly impacted the end user product
- Code debugging and code review
- Developed version control software skills and understanding of Agile software methodologies
- Product testing and participation in improvement discussions

InDro Robotics & Remote Sensing, Salt Spring Is., BC — *Jr. Autonomous Systems Engineer (Co-op)*

SEPTEMBER 2017 - DECEMBER 2017

- Assisted engineers with aerial and marine robotics operations
- Use of various photogrammetric and GIS software suites to generate maps (2D and 3D) and other data product deliverables
- Tested and compared open source and licensed GIS software
- Edited and updated company WordPress facilitated website
- Achieved top marks in unmanned aerial vehicle training program and later assisted in the teaching of both ground and flight school

LINKS

danahuget.com

linkedin.com/in/dana-huget

github.com/dahuget

SKILLS

Software development & architecture design

Java, Javascript, HTML, CSS, ReactJS, Kotlin, Python, C, C++, Swift, SQL, R

Frontend & Backend development

Android Studio mobile app functionality and UI development

Android SDK & XML

XCode mobile development

Agile Tools (JIRA, Bitbucket, Confluence)

Git, Github

GIS applications

Spatial modeling, database development & management

2D/3D Spatial analysis

Remote sensing applications

Spreadsheet & database applications

Quick & eager learner

Organized with strong attention to detail

High aptitude to learn new software programs & languages

Resourceful, creative problem solver

Team-player with the drive to also work independently

Strong oral/written communication and interpersonal skills

Apollo Machine & Welding, Edmonton, AB — *Procurement Specialist*

SEPTEMBER 2014 - DECEMBER 2015

- Sourced raw material via continuous verbal and written communications with various vendors and engineers
- Read and interpret engineering drawings, assessed material test reports, comprehended technical specifications
- Worked independently and adhered to project deadlines
- Produced daily purchasing reports and monthly cost savings reports

CERTIFICATES

InDro Robotics, Salt Spring Is., BC — *Compliant UAV Pilot*

DECEMBER 2017

Transport Canada recognized compliant pilot certificate requiring ground and flight school completion

PROJECTS

See listed school projects and others at github.com/dahuget

Portfolio — *Web app bootstrapped with Create React App, built from a free Colorlib html template and deployed on Firebase*

AI Intake — *Assisted a senior engineer developing a GoLang web app integrated with patient triage API and natural language processing (see linked demo)*

ClimateWebApp — *An interactive web mapping application showing global climate and population information created using Mapbox GL JS & Mapbox Studio*

BattleSnake 2018 — *Worked on a team to build a simple BattleSnake AI written in NodeJS in one day*

2D Flash Animation — *A C++ OpenGL application that creates a simple flash animation*

Ray Tracer — *A C++ program that ray traces a Cornell Box scene with multiple spheres from a fixed point of view*

Triangle Mesh Objects — *A C++ program that generates the triangle meshes of a few surfaces and displays the corresponding rotating wireframes*

iOS Apps — *12 simple apps created while self-learning Swift*