

DANA HUGET

Software Developer, BSc Geomatics

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EDUCATION

University of Victoria, Victoria BC — BSc Combined Majors Geography & Computer Science (Geomatics)

JANUARY 2016 - DECEMBER 2018

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 diverse team environment
- Quality assurance and code review
- Troubleshooting and debugging
- Executing the full software development life cycle
- Writing well-designed, elegant code that is in compliance with project and design specifications
- 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
- Code debugging and code review
- Developed version control software skills
- Fixed small bugs and developed features that directly impacted the end user product
- Product testing and participation in improvement discussions
- Developed understanding of Agile software methodologies

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 (both 2D and 3D) and other data product deliverables
- Tested and compared open source and licensed GIS software
- Achieved top marks to receive a pilot certificate in unmanned aerial vehicle training program and later assisted in the teaching of both ground and flight school
- Edited and updated company WordPress facilitated website

LINKS

www.linkedin.com/in/dana-huget

<https://github.com/dahuget>

SKILLS

Software development & architecture design

Java, Javascript, Python, C, C++, Swift, R, HTML, CSS, SQL, OpenGL

Agile Tools (JIRA, Bitbucket, Confluence)

Git, Github

Android Studio & XCode mobile development

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 interpreted engineer drawings, assessed material test reports, comprehended technical specifications
- Worked independently and adhered to project deadlines
- Used Industrios (database), Crystal Reporting and Microsoft Excel
- 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 <https://github.com/dahuget> and <https://github.com/dahuget/repodanes>

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*

INTERESTS

Reading a good book with a lukewarm cup of tea outside at a park or beach

Riding motorcycles with friends

Travel of any magnitude

Writing (English & code)

Hiking

Snow sports

Listening to podcasts

Playing card games