



## Software Developer, BSc Geomatics

### 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

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### LINKS

[linkedin.com/in/dana-huget](https://linkedin.com/in/dana-huget)

[danahuget-portfolio.firebaseio.com](https://danahuget-portfolio.firebaseio.com)

[github.com/dahuget](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 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](https://github.com/dahuget)*

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

**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