DAVID LEGER

DESIGNER, CODER, CREATOR.

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Hey, I'm David! I'm a third year Software Engineering student at the University of New Brunswick (UNB). Writing code is more than just a job to me; it's part of who I am. I believe that software development is an art which necessitates the blending of creative thought and technical skill. I am driven by a ceaseless desire to build something that changes the world.

Although I'm working towards a degree in Software Engineering, my skills in web development are almost completely self-taught. I first started writing code in grade 10 (2010) as a freelance web designer and developer. Since then, I've continued to grow my skills as a web developer and I now have over five years of experience building websites and web applications in my spare time.

As a designer, I started even earlier than I did with coding. I got into graphic design in grade 8 (2008) designing logos and inventing new board games for me and my firends to play. I continued to dabble with graphic design off-and-on since then, but it wasn't until about a year ago that I began actively improving my UI and UX design skills through self-teaching and continual practice.

Most recently I became a content creator; writing posts, producing videos and coding projects for my website, Whitespace (www.0xfff.space). I started Whitespace as a means to teach myself new skills in design, problem solving, programming, and career planning. I hope that by publishing my work, it will motivate me to complete projects more quickly. I also hope that my work will be a source of inspiration, knowledge, and guidance to others.

recent work

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CS SQUARE (UNB)

SEPT 2015 - NOW

STUDENT HELPER; WEB DEVELOPER; PRESENTER

CS Square (Computer Science Creative Space) is a place where students at the University of New Brunswick can go to work on personal projects related to computer science. As the CS Square Student Helper, I am involved with organizing, advertising, and hosting weekly presentations by students and faculty staff members on a variety of topics in computer science, planning pitch competitions and workshops, and maintaining the CS Square website.

As a presenter for CS Square, I delivered two 50-minute presentations on MongoDB and Jekyll.

CS Square Website: www.cssquare.ca

ATLANTIC FOOTBALL LEAGUE

JULY 2015 - NOW

WEB DESIGNER & DEVELOPER; WEBSITE MANAGER

As the web developer for the Atlantic Football League, I built an entirely new version of the league's website. Once the website was complete, I moved into a website manager role which involves maintaining the league's website. This includes uploading news and media content, updating player stats and game scores, and more.

AFL Website: www.atlanticfootball.co

ACCESSIBILITY LEARNING CENTER (UNB)

AUG 2015 - JAN 2016

WEB DESIGNER & DEVELOPER

The project I worked on with the Accessibility Learning Center at the University of New Brunswick involved designing and developing a website called "Supporting Students with Disabilities". Developing this website was a unique experience in which there was a heavy emphasis on making the website accessible to students with disabilities. This included using ARIA tags in HTML and paying attention to content stucture for easy use with screen readers.

Supporting Students with Disabilities Website: www2.unb.ca/alc

FACULTY OF EDUCATION (UNB)

JAN 2015 - APR 2015

DESIGNER & FULL-STACK DEVELOPER

As the only developer for the Faculty of Education at the University of New Brunswick, I built dynamic and responsive web applications with PHP, HTML, CSS/SCSS, and JavaScript/jQuery.

MARINER INNOVATIONS

MAY 2014 - AUG 2014

JUNIOR PROGRAM ANALYST

At Mariner, I built COBOL, JCL, & C# analyzation tools to examine and visualize program interactions and database calls within large-scale applications. Used AWK, Batch, C# (Roslyn), Java (ANTLR), HTML, CSS, and Javascript (D3.js).

education

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UNIVERSITY OF NEW BRUNSWICK

SEPT 2013 - NOW

BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING, YEAR III

The UNB Bachelor of Science in Software Engineering (BScSwE) program is a joint program of the Faculty of Computer Science and the Dept. of Electrical and Computer Engineering. The BScSwE program is one of 14 Software Engineering programs accredited by the Canadian Engineering Accreditation Board (CEAB), and is the only CEAB accredited Software Engineering program in Atlantic Canada.

(source: http://www.unb.ca/fredericton/jp/swe/index.html)

CURRENT YEAR GPA	CUMULATIVE GPA	CREDIT HOURS COMPLETED
3.7/4.3	3.6/4.3	101/166

RELEVANT COURSES

INFO3103: E-BUSINESS SOFTWARE DEVELOPMENT (A+)

Software technologies, methods, and processes for developing Internet-based e-business and enterprise applications. Internet standards and protocols, distributed objects and components, and client-server computing. * The course focuses on building RESTful APIs using Python & Flask, and client applications using Knockout.js.

ECE3221: COMPUTER ORGANIZATION (B+)

Register transfer systems and datapaths, microprocessors, microprocessor architecture and operation, instruction formats, assembly language programming, procedures and parameter passing, system bus timing, interfacing memory IO ports, serial and parallel data transfer, interrupts. Focuses mainly on Assembly and C language implemented in the NIOS-II processor on the Altera DE2-115 board. Also covers basics in digital signal transmission. *

CS4995: INTERACTIVE HUMAN-CENTERED SYSTEMS (currently enrolled)

Introduces current topics in the field of Human-Computer Interaction to provide a deeper understanding of human needs and capabilities, and in designing and evaluating new people-centered technologies. Foundational concepts, important challenges and technologies will be presented from several domains of application, such as: collaborative technology, information visualization, games, and input and output techniques and devices (internet of things). *

M101JS: MONGODB FOR NODE.JS DEVELOPERS (<90%) [MongoDB University]

An introductory course provided by MongoDB, Inc. which focuses on learning the basics of developing applications with MongoDB and the Node.js driver. The course material covers CRUD (Create , Read, Update, Delete) operations, schema design, indexing, and performance.

** Contains excerpts from the UNB course calendar.*

areas of interest

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FULL-STACK DEVELOPMENT

THE MEAN STACK: MONGODB, EXPRESS.JS, ANGULARJS, NODE.JS

I'm interested in learning the MEAN stack because it uses JavaScript across the entire system which simplifies communications between the server and client since they're using the same language. I already have a basic knowledge of the MEAN stack but I want to get to a point where it's my go-to stack for developing web applications and web services. Currently, my go-to stack is SQL, Flask, jQuery, and Python.

INTERNET OF THINGS

The Internet of Things interests me because I believe it is the perfect niche in which software engineers can thrive. Students of computer science (CS) rarely get to work with physical hardware in their course work, and students of electrical & computer engineering (ECE) rarely get the chance to write higher-level code. What makes software engineering different is that it's a hybird degree of CS and ECE, giving students in-depth knowledge and practice in both hardware and software.

MACHINE LEARNING

I believe the greatest applications are ones that can think for themselves. Making *smart* software that can be proactive with its users enables greater usability and an optimal user experience. Although I am a novice in this area of computer science, I'm eagar to learn more about it and to start building software that implements this concept.

PROJECT MANAGEMENT

Ultimately, I would love to be a project manager. Even though I like getting my hands dirty and writing code, I believe I'm on a tragectory for project management because of my broad knowledge of languages, frameworks, tools, and technologies. I also have a unique set of skills including problem solving, programming, design, hardware, and workflow, which will aloow me to be an asset in all parts of a given project from start to finish.

UI/UX DESIGN

I believe good software starts with a good user interface and user experience, but many programmers have almost no concept of UI or UX design, which results in sloppy interfaces that are hard to use. The benefit in having both design and coding skills is that I know the limitations and capabilities of the medium for which I'm designing. I like UI/UX design because it is expressive, and it allows me to combine my artistic and technical skills in single project.

technologies

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LEVEL OF PROFICIENCY

- KNOW THE BASICS
- WORKING KNOWLEDGE
- PROFICIENT

LANGUAGES, FRAMEWORKS, LIBRARIES, & TOOLS

- AJAX
- ANGULARJS
- ANTLR (JAVA)
- ASSEMBLY
- AWK
- BATCH (COMMAND-LINE)
- C
- C#
- CSS
- CURL
- D3.JS
- EXPRESS.JS
- FLASK (PYTHON)
- GULP
- HTML
- JAVA
- JAVASCRIPT
- JEKYLL
- JQUERY
- JSON
- KNOCKOUT.JS
- MATLAB
- MONGODB
- MYSQL
- NODE.JS
- ORACLE SQL
- PYTHON
- PHP
- POLYMER
- PROCESSING
- RAML
- ROSLYN (C#)
- SASS/SCSS
- VHDL
- XML
- XPATH
- XQUERY

contact & more

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