

# David Osborn

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## Software Developer

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- ✓ Entry-level professional with 10+ years of personal experience.
- ✓ Passionate about getting the job done right with balanced, well-written, high-quality software.
- ✓ Currently in the Object Oriented Software Developer program at SAIT, where we are learning to use industry-relevant technologies for business-application development.
- ✓ Holds a BFA in Media Arts and Digital Technologies from the Alberta College of Art and Design.

## Skills

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- Strong general programming skills, in a variety of languages and environments.
- Specializing in C++11 and Boost, and real-time 3D graphics in OpenGL.
- Skilled at object-oriented programming in C#, Java, and Python.
- Experienced in backward-compatible web-development with PHP, HTML5, CSS3, and Javascript.
- Competent with SQL, especially Oracle PL/SQL.
- Comfortable in Microsoft Visual Studio, GNU/Linux, cross-platform, and open-source environments.
- Personal and collaborative experience with Git, and some experience with Subversion.
- Self-disciplined to quickly master new programming languages and practices.

## Education

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- April-October 2013, +2 month practicum     **Object Oriented Software Developer** (in progress)  
SAIT Polytechnic
- Working toward a certificate while studying industry-relevant technologies.
- 2002-2007     **Bachelor of Fine Arts** (with distinction)  
Alberta College of Art and Design
- Majored in Media Arts and Digital Technologies.

## Projects (Personal and School)

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- April 2013-present     **Travel Experts** (in progress)  
SAIT Polytechnic
- Collaborated on 3 prototypes for a database-driven website (with administrative back-end applications) for a hypothetical travel agency, each using different technologies.
  - Each prototype was created by a team of four, with each member involved in coding.
  - I was the lead developer on two teams, and I managed the source control on the third.
  - Database technologies included MySQL, Oracle PL/SQL, and SQL Server.
  - Web and application technologies included ASP.NET, C#, CSS, HTML, Java, Javascript, JSP, and PHP.
  - The first prototype is online: <http://davidcosborn/portfolio/external/travelexperts1/>
  - The other two are not yet online, but are available upon request.

April 2013-  
present

## Portfolio

SAIT Polytechnic

- Created a portfolio website to host my work.
- Written in PHP, backward-compatible HTML5 and CSS3, and Javascript.
- Features a custom PHP framework, auto-loading components, filtering projects by tags, and cross-fading slideshows.
- Check it out online: <http://davidcosborn.com/portfolio/>

2007

## Explorer

Alberta College of Art and Design

- Created a procedurally-generated 3D environment, in collaboration with Helen He from the University of Calgary.
- Features an infinite procedural landscape with caching, sky with dynamically morphing clouds and a moving sun, animated grass, and rain.
- Check it out online: <http://www.youtube.com/watch?v=sIV6zDZnSJ4>

2006-  
present

## Portable Adventure Game Engine

Alberta College of Art and Design

- Created a 3D game engine in C++ and OpenGL.
- Features a configurable build-system, Windows and Linux support, programmable animation-controllers with weighted skeletal-animation, Blender content-pipeline support, Lua scripting, constant-framerate video-recording, and streaming audio.
- Implements GPU median-filtering [McGuire 2008], variance shadow maps [Donnelly 2006], and print-resolution screenshots [Vlachos 2001].
- Check it out online: <http://davidcosborn.com/portfolio/projects/page/>

## Experience (Professional)

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November  
2012-  
May 2013

### Data Analyst

CDL

- Implemented a system for calculating square footage from annotated maps, making it possible for the company to estimate the cost of landscaping on new sites, while gauging the productivity of its employees on existing sites.

October 2011-  
April 2013

### Web Developer

The Natural Cleaning Company

- Created a website for a small cleaning service to attract new clients, yielding one new-client inquiry each week after a period of one year, a 400% increase.
- Check it out online: <http://davidcosborn.com/portfolio/external/naturalcleaning/>

April 2008-  
April 2010

### Software Developer & Graphic Illustrator (contract)

University of Calgary, Faculty of Medicine

- Organized the 3D content of an anatomy-visualization project into a hierarchy, making it easier for other developers to use in their programs.
- Wrote a MEL script for generating 3D tubes from line sequences, which made it possible to generate arteries and other tubular organs programmatically.

2007

### Software Developer

Mary Scott, Alberta College of Art and Design

- Created specialized software for a GPS device, allowing users to define waypoints and audibly determine their proximity from them, which was used by students for experimental projects.