

DEVON CONNELLY

SOFTWARE DEVELOPER

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SUMMARY

I am currently a student pursuing an advanced diploma in Computer Programming, hoping to gain practical experience in software development. I have completed coursework in programming languages such as C++, C, C#, as well as web development and database management technologies. In addition to my academic background, I have also completed personal projects that have allowed me to develop a deeper understanding of software design principles and better my programming skills.

EDUCATION

Seneca College

Computer Programming and Analysis

2022-2026

3.5/4.0 GPA

Completed Coursework in:

- C/C++ Development
- Web Development
- Database Management

Trent University

Computer Science

2021-2022

3.5/4.0 GPA

Completed Coursework in:

- C# Development

SKILLS

- C, C++, C#
- HTML5, CSS, JavaScript
- Database Management Technologies
- Game Development / Unity Development
- Collaboration
- Communication

WORK HISTORY

Landscaper

Kingston Expert Tees

- Attention to Detail
- Problem Solving
- Time Management
- Physical Stamina
- Teamwork

Aug 2019 - Aug 2022

Cook

Tony's Pizza

- Collaboration
- Customer Service
- Communication
- Working Under Stress

Sep 2018 - Aug 2021

CERTIFICATIONS

Unity: Unity Essentials

Unity Learn

2021-2021

Provided an introduction to game development using Unity. Covered topics included Unity interface, 2D/3D game dev, C# scripting, physics, animation, and audio. Gained skills in object/asset manipulation and game dev principles.

Unity: Junior Programmer

Unity Learn

2021-2022

Expanded on Unity Essentials, covering programming fundamentals, C# scripting, Unity interface, game development basics, physics and animation, and debugging/troubleshooting. Developed foundational skills in programming and game development.