

DAVID HULL

Toronto, Ontario · davidjohnhullathome@gmail.com · 6479824186 · <https://dvhull.github.io/personal/>

EDUCATION

Dalhousie University
BS Computer Science

Halifax, Nova Scotia
September 2016 - May 2022

EXPERIENCE

Blackberry
Software Developer Intern

Halifax, Nova Scotia
May 2021 - August 2021

- Developed inter-process communication mechanism for Blackberry Gateway client on Linux between the core service and the user interface app.
- Wrote a variety of different unit tests for Blackberry Gateway product.
- Re-factored and fixed defects in Blackberry Gateway product.

University of Toronto
Software Developer Intern

Toronto, Ontario
May 2019 - August 2019

- Implemented five different new trading algorithms in Python for Rotman Interactive Trader simulation cases.
- Implemented a better error handler for Rotman Portfolio Manager's erroneous data points using C#.
- SQL database management for Rotman Portfolio Manager real-time quotes.

Sobeys Inc
Software Developer Intern

New Glasgow, Nova Scotia
May 2018 - August 2018

- Created utilities to display information about Sobeys store computers in C# using the .NET framework.
- Harmonized different prices using SQL for different Sobeys product prices across different store locations.
- Implemented batch scripts to back-up important databases routinely.

PROJECTS

AR Painter *Unity, C#*

<https://dvhull.github.io/personal/ARPainter>

- Built a cross-platform augmented reality drawing app with C# using Lightship's ARDK in Unity.
- Used Google's Tiltbrush open-sourced repository to build created brush strokes.
- Included ability for the user to select and erase created brush strokes.
- Added depth-based occlusions on created brush strokes for a more immersive and realistic experience.
- For more information on design decisions and tools within the app please follow the link above.

Line Rider Replica *Unity, C#*

<https://github.com/dvhull/LineRider-Replica>

- Line Rider is an internet game that allows the user to draw lines and have a sledding character ride those lines based on simulated physics.
- Recreated Line Rider in C# using Unity.

SKILLS

Proficient with: Java, Python, C#, SQL, Unix

Familiar with: JavaScript, C, HTML, CSS, Swift, C++