David Adane

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https://gego144.github.io/My-website/index.html

Education

- Bachelor of Computer Science   Expected Sept 2023
- Dalhousie University   Halifax, N.S
- African Canadian Services Post-Secondary Award   GPA: 3.59

Skills

Languages:
- **Java-** Proficient in Java after using it in data structure and algorithm course as well as for developing a currency converter mobile application for android using Android studio.
- **Python-** Proficient in Python after developing a reminder application to stay on task when working using Tkinter.
- **SQL-** Proficient in SQL after using it in a database system course and in the backend for one of my websites to store user's name and login credentials.
- **C#** - Proficient in C# after creating a free to play 3D horror game to share online using Unity as well as a 2D car game.
- **JavaScript/ Node-** Competent in Javascript after using it in the front end of a website. Used Node for the backend of a website to redirect web pages, and authenticate users.

Development Tools: Docker, Git, MySQL, Android Studio, Tkinter, Unity, BootStrap, Linux

Experience

- **Gracenote / Nielsen**   **May 2021 - Aug 2021**
  Junior Software Developer
  - Refactored multiple codebases to upload coverage reports to SonarQube and fix security vulnerabilities.
  - Designed and implemented an administrator check for using CRUD commands in a REST API.
  - Created an onboarding guide for using REST API for stakeholders and TPM.
  - Effectively listened and collaborated with team members in a scrum framework.

- **Canadian Armed Forces Reserves**   **Mar 2019 - Present**
  Corporal Army Communication and Information Specialist
  - Tasked with facilitating communications in the main headquarters.
  - Worked in a team of three to set up antennas, masts and radios.
  - Accomplished setting up communications for a military exercise of 1,100 people.

Personal Projects

- **Maniac in the Woods (**Game**)**   **Dec 2019 - May 2021**
  C# / Unity
  - Committed to designing a fully playable 3D horror survival game where the player must try to escape an unfamiliar location while being chased by an AI killer.
  - Enhanced skills and experience by developing fully playable games.

- **Currency Converter**   **Aug 2020 - Sept 2020**
  Java / Android Studio
  - Tasked with designing a mobile application that obtains live rates from a constant updating API to convert user input currency into foreign currencies.
  - Improved skills and experience by developing Android applications.

- **Reminder**   **Sept 2019 - Oct 2019**
  Python / Tkinter
  - Undertook designing a desktop application that sets a date and time along with a message that will reopen after the designated time.
  - Advanced personal skills and experience by developing Python applications.

- **Zoom** (Game)   **Sept 2019 - Nov 2019**
  C#/ Unity
  - Developed a fully playable 2D car game where the player must avoid traffic being instantiated in from the opposite direction.
  - Faced difficulties in terms of familiarity using Unity. Handled the difficulties by reading documentation and examples.

- **To Do List**   **Dec 2020 - Present**
  HTML / CSS / Javascript / Node / SQL
  - Committed with designing a fully functional list where the user can sign up and login in and create, edit, and delete notes. Their information and notes are saved in an SQL database.
  - Enhanced skills and experience by working on the backend of a website.

Co-op Status

- Will have completed 5 of Dalhousie academic terms in January 2022
- Will be available for second co-op work term in January 2022