

Cameron Angle

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SUMMARY

- Excellent foundational understanding of object oriented design principles, algorithms, and abstract data structures gained through various projects and object oriented courses
- Self-motivation and efficiency skills demonstrated during a research internship where research was mostly self-guided
- Strong communication skills, both written and oral, developed through collaborative research work as well as in various group projects in mathematics and software design
- Experience programming in Linux environments involving memory management, multithreading, and mutexes, as well as Linux OS knowledge

TECHNICAL SKILLS

Languages: Java, Javascript, C, C++, C#, Python, SQL, HTML, CSS

Technologies: Node.js, Express.js, Jira, Bootstrap, Handlebars, git/github, VScode, IntelliJ IDEA

EDUCATION

Carleton University

Ottawa, Canada

Bachelor of Computer Science, Honours, Co-op Option

2022 - 2027 (expected)

- CGPA 11.12/12, faculty scholarship
- Dean's list 2022-2023
- Awarded 2023 Dean's summer research grant

EXPERIENCE

Undergraduate Research Intern

May 2023 - Apr 2024

Carleton University

Ottawa, Canada

- Planned and implemented a Python program capable of reading open street map data and converting it into graph data resulting in better training for the adjacent neural network
- Researched various Python libraries to augment my program (Numpy, Rtree, professor created) resulting in a more efficient script
- Communicated with my professor and other lab researchers to plan and execute various optimizations which increased program efficiency and bettered personal communication skills
- Compiled all research and project information to deliver a final presentation

PROJECTS

Real-time Transit Website | *Javascript, Node.js, Express.js, Bootstrap, Sqlite*

Oct 2023 - Dec 2023

- Programmed a functional transit tracking website displaying real-time transit information on Ottawa's O-line train with the transit.app API
- Used an Sqlite database to store user preferences and credentials for token based authentication

Electronic Store | *Java, JavaFX*

Nov 2022 - Dec 2022

- Developed a JavaFX-based graphical user interface (GUI) adhering to the Model-View-Controller (MVC) paradigm for an electronic store model
- Implemented event handling mechanisms to enable user interactions such as adding items to the cart, removing items, completing sales, and other options to simulate a real life electronics store

Podcast Management | *C++*

Nov 2023 - Dec 2023

- Implemented a C++ application to simulate podcast management software complete with adding, removing, listening, and other typical operations
- Leveraged memory management, operator overloading (with polymorphism) and templates to achieve optimal functionality