Cameron Angle

cameronangled@gmail.com

HIGHLIGHTS OF QUALIFICATIONS

- Excellent foundational understanding of object oriented design principles, algorithms, and abstract data structures gained through various object oriented courses in university
- 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 with C and C++ in Linux environments involving memory management, multithreading, and mutexes, as well as operating systems knowledge
- Experience in Python, Java, Javascript, HTML, CSS, Node.js, Express.js, numpy, SQlite, Bootstrap, using git/github, and Jira for personal project management

EDUCATION

Bachelor of Computer Science, Co-op Option September 2022-Present Carleton University, Ottawa, Ontario

- 2nd year standing, 11.12/12.0 (A)
- Dean's list 2022-2023
- Expected Graduation Date: April 2027

AVAILABILITY

Available for 8 months beginning May 2024

WORK EXPERIENCE

Undergraduate Research Internship May 2023-Present Carleton University, Ottawa, ON

- 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

APPLIED PROJECTS

Real-Time Transit Tracking Website

- Programmed a functioning transit tracking website using Javascript, Node.js, Bootstrap, Express.js, and an SQlite database to store user data
- Implemented the transit.app API to fetch real time train departures for Ottawa's O-line train and display to users on the site

Unity Public Transportation Simulation (in progress)

- Using the Unity game engine and C# to program an agent based simulation of public transportation usage in relation to population density, workplace concentration, and urban sprawl