Glenn Hartmann

2B Computer Science 20266893

Local Address Permanent Address

35 Columbia Street West <address>
Waterloo, Ontario, N2L 3K4 <email> <address> <phone> <phone>

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SKILLS SUMMARY

• Enthusiastic, passionate, and driven

- Extensive familiarity with C++ and C through professional, academic, and independent study
- Proficient with C#, ASP.NET, Ajax, and CSS
- Experience with C++ Script and GUI scripting
- Fair experience with several other programming languages including Visual Basic and Java
- Eager to learn new material

WORK EXPERIENCE

SlipStream Software Test/Tools Developer, Research In Motion Limited, Waterloo, Ontario, September 2009 – Present

- Worked on the SlipStream SV&V team (supervised by Gloria Hsieh and Clifford Hung)
- Performed BlackBerry browser performance testing and profiling
- Wrote and contributed to testing tools in VBA and C++, and provided documentation for said tools
- Tested various BlackBerry software systems

Application Developer, Sun Life Financial, Waterloo, Ontario, January – April 2009

- Developed functionality for the company intranet portal using ASP.NET, C# and Ajax
- Created dynamic and branded web sites using JavaScript and CSS
- Handled daily issues reported to the Website Support Inbox

Test Specialist, Agfa Healthcare, Waterloo, Ontario, May – August 2008

- Designed and developed automated test procedures
- Designed, developed and executed reusable and maintainable automated scripts
- Followed development and testing standards and guidelines

EDUCATION

Candidate for Bachelor of Computer Science, Computer Science, Co-op Program, University of Waterloo, Waterloo, Ontario, September 2007 – present

Relevant Assignments:

Card Game Design, Software Abstraction and Specification, May – August 2009

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• Created a fully featured graphical Euchre game

- Worked in a group of two, using Subversion to organize code
- Programmed using C++ and the gtkmm graphics library

Compiler, Foundations of Sequential Programming, September – December 2008

- Created a working compiler for a simplified teaching language, WL
- Individually programmed various parts of the compiler in C and Java

Braun Tree Manipulation, Elementary Algorithm Design and Data Abstraction, January – April 2008

- Used functional programming language, Scheme
- Implemented several functions involving Braun Trees, including conversions to and from lists

Binary Search Tree Manipulation, Elementary Algorithm Design and Data Abstraction, January – April 2008

- Made use of the pointers in the C programming language
- Wrote a program to create, modify, and search binary search trees

Relevant Courses:

- Data Structures and Data Management
- Logic and Computation
- Software Abstraction and Specification
- Foundations of Sequential Programming & Computer Organization and Design
- Designing Functional Programs & Elementary Algorithm Design and Data Abstraction
- Algebra and Calculus 1 & 2

ACTIVITIES AND INTERESTS

Active Involvement in personal programming projects

- Enjoy writing programs for fun
- Release open-source projects on http://ghindustries.webs.com/
- Have released 2 encryption related applications and a Sudoku game

Programming, video games, electronics, technology, guitar, basketball, and tennis.