Glenn Hartmann

3B Computer Science

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### SKILLS SUMMARY

* Enthusiastic, passionate, and driven
* Extensive familiarity with C++ and C through professional, academic, and independent study
* Proficient in C#, ASP.NET, Ajax, CSS, and Python
* 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**

**BlackBerry Internet Service Software Developer,** Research In Motion Limited, Waterloo, Ontario, May – August 2010

* Wrote and maintained BlackBerry Internet Service tools in C++
* Developed networking tools using ACE library
* Worked extensively on unit testing framework in Python
* Developed modular, extensible, reusable code

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

* 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:**

**Operating System,** Operating Systems, January – April 2010

* Implemented several core components of an operating system
* Designed and developed virtual and physical memory management systems, and memory paging functionality
* Implemented several standard system calls including fork and exec
* Coordinated and organized our efforts as a team of three

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

* 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

**Relevant Courses:**

* Operating Systems
* Algorithms
* Data Structures and Data Management
* Logic and Computation
* Software Abstraction and Specification
* Designing Functional Programs

**ACTIVITIES & 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
* Currently working on a chess engine
* Have participated in several programming contests including Google Code Jam and Google AI Challenge

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