Glenn Hartmann

4A Computer Science

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### SKILLS SUMMARY

* Extensive familiarity with C++ and C through professional, academic, and independent study
* Proficient in Python, C#, Java, and Ajax
* Enthusiastic, passionate, and driven
* Eager to learn new material
* Excellent communication and inter-personal skills

**ACTIVITIES & INTERESTS**

**Active Involvement in personal programming projects**

* Release open-source projects on http://ghindustries.webs.com/, including encryption related applications, a Sudoku game, and an in-progress chess engine
* Mobile developer for social address book website http://knok.me/
* Participate in projects on GitHub, SourceForge, and Google Code
* Have participated in several programming contests including Google Code Jam and Google AI Challenge
* Enjoy writing programs for fun

**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
* Created 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:**

**Genetic Algorithm (In Progress),** Artificial Intelligence, May – August 2011

* Implementing a solution to the Wordsnakes game
* Using a combination of graph-searching with heuristics and a genetic algorithm

**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 efforts in 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