

GRIFFIN COOK

3A SYSTEMS DESIGN ENGINEERING

I am an experienced software developer with a passion for UI/UX. Currently seeking opportunities to take on large responsibilities and voice my creative input, while learning from interactions with those around me.

TECH STACK

- Javascript ES6
- Typescript
- Node.js
- Angular 8, AngularJS
- HTML5, CSS3, SCSS
- Mocha, Chai
- React
- C++, C#, Arduino C
- Java
- PHP
- SQL
- Bootstrap
- Bash
- Assembly
- AWS
- Terraform
- Git
- Gitlab CI/CD
- Google Dialogflow
- Amazon Alexa
- Google Cloud
- Swagger
- MySQL
- Unity
- Arduino
- Solidworks
- Adobe Creative Suite

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WORK EXPERIENCE

Systems Software Developer

XE.COM

2018-2019 - 8 MONTHS (REHIRED)

- Collaborated with a small team dedicated to developing chatbots on **Google Dialogflow** and **Amazon Alexa** with **Node.js**.
- Prototyped new capabilities for the chatbots, analyzed their alignment with the company's goals, and pitched them to the head of engineering.
- Introduced DevOps practices to repositories using **Terraform** for **AWS**, and **Gitlab CI/CD**, which reduced the stress of deployments for IT.
- Created a **Javascript** application to increase the efficiency of finding bugs.
- Added features to a Shopify pricing application using **React** during the project's infantile stages.

Web Application Developer

INFLIGHT

2020 - 4 MONTHS

- Modernized outdated employee engagement platforms by extracting their data with **JQuery** and re-presenting the same data in a completely new UI built using **Angular**, **HTML** and **SCSS**.
- Actively sought out bugs and improvements, created my own tickets, and wrote efficient test-driven solutions.
- Recognized by my supervisor for having strong **communication skills** both in the office and when working from home.

Front-End Fullstack Developer

SSIMWAVE

2018 - 4 MONTHS

- Implemented new features and designs for a video analytics web application using **AngularJS**, **HTML** and **CSS**.
- Worked directly with a designer and other developers to optimize the user experience of the UI.
- Introduced integration and unit tests with **Mocha** and **Chai**.
- Contributed design and implementation recommendations during planning meetings.

PROJECTS

- **Guitar Hero**: A rhythm game inspired by Guitar Hero. Built with **digital circuits** connected to an **Arduino**. All logic was written in **Arduino C**.
- **Hibernation**: A text-based adventure game inspired by the classic adventure game Zork. Created a story board, wrote the narrative, and designed the game flow, which was further developed in **PHP**. Schema for a **MySQL** database was designed to store game progress and user settings.
- **Shottle**: An **iteratively designed** water bottle that helps university students stay hydrated while drinking in social settings. Modelled in **Solidworks**, 3D printed, and successfully user tested.

INTERESTS

- Intramural sports – play and organize teams
- Guitar – self-taught
- Camping
- Music – folk, rock, indie
- Video Games, Tech & Pop Culture
- Ping Pong & Foosball
- Toronto Maple Leafs