GRIFFIN COOK

Systems Design Engineering

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SUMMARY OF QUALIFICATIONS

- Proficient coding with **Javascript ES6, AngularJS, NodeJS, React, HTML5, CSS, C++, Bash, HCL, PHP, SQL, Java, C#**, **Assembly, Mocha, Chai,** & **JUnit**.
- Skilled in utilizing **AWS, Terraform, GitLab CI/CD, Graylog, Google Cloud, Google DialogFlow, Amazon Alexa, Swagger, MySQL, Arduino,** and **Unity** within projects.
- Development experience on **Linux, macOS, and Windows**.
- Experienced in **Agile** workplaces, using **Git**, and **Confluence**.
- Trained in **SolidWorks, Photoshop, and Illustrator**.
- Confident and experienced using an **iterative design process**, creating **prototypes**, and conducting **user research**.

WORK EXPERIENCE

Backend Software Developer, XE.com Inc. [May - August, 2019]

- ➔ Collaborated with a small team dedicated to developing chatbots on Google **Dialogflow** and Amazon **Alexa** in **Node.js**.
- ➔ Actively sought out work and often created new tasks based on what needed to be done.
- ➔ Pitched new feature ideas and created prototypes, some of which became fully functioning features.
- ➔ Learned and executed DevOps practices using **Gitlab CI/CD**, and **Terraform** to manage **AWS**.

Frontend Full Stack Developer, SSIMWAVE [Sept - December, 2018]

- ➔ Implemented new features and designs for a web application using **AngularJS**, **HTML** and **CSS**.
- ➔ Worked directly with a designer and other developers to optimize the user experience of the UI.
- ➔ Created suggestions and recommendations for bettering the application, and followed through with developing them.

Systems Software Developer, XE.com Inc. [January - April, 2018]

- ➔ Developed projects from scratch, and worked on pre-existing projects, both on the backend and frontend, all in an agile work environment.
- ➔ Worked solely with new languages, libraries, and frameworks learned on the job, while managing to meet deadlines with constantly changing projects from sprint to sprint.

PROJECTS

- ❖ **Guitar Hero** : Guitar hero using two breadboards and an **Arduino**.
- ❖ **Blogh** : **PHP** blog platform with a **MySQL** database.
- ❖ **You Can't Hide** : 3D **Unity** horror game inspired by Slenderman.
- ❖ **Hibernation** : Text-based adventure game written in **PHP** with a **MySQL** database.
- ❖ **Personal Portfolio Website** : Portfolio website built from scratch using **AngularJS, HTML,** and **CSS**.

- **Detail** and **quality** oriented.
- Eager to **learn**.
- Strong **interpersonal** and **communication** skills.
- Fluent in **English** and **French**.

AWARDS & POSITIONS

Class Athletic Rep: Elected by classmates to engage the class in athletic activities. Started and ran 4 different intramural teams. [January 2019 - Present]

L'Esprit de la Francophonie Award: Maintained excellent grades throughout the French Immersion program. [June 2017]

Varsity Soccer & **Varsity Track and Field Tiger Awards:** Awarded for having great spirit and team leadership. [June 2017]

ACTIVITIES AND INTERESTS

Intramural sports
Guitar (self-taught)
Camping, swimming, hiking, and **biking**
New Technologies
Video Games & **Pop Culture**
Ping Pong & **Foosball**
Toronto Maple Leafs

EDUCATION

University of Waterloo
Systems Design Engineering.
[Sept 2017 - April 2022]