GRIFFIN COOK

UNIVERSITY OF WATERLOO SYSTEMS DESIGN ENGINEERING (2017-2022)

With a graduation date in April 2022, I am currently focusing in design and software development related courses

TECH STACK + SKILLS

- JavaScript ES6
- TypeScript
- Node.js
- React Redux
- Angular 8, AngularJS
- Python 3 + Python 2
- PHP + Laravel
- HTML5, CSS3, SCSS
- SQL, MySQL
- Mocha, Chai, Jest
- Bootstrap
- C++, Arduino C
- Bash

- AWS
- Terraform
- Jenkins, Gitlab CI/CD
- Google Dialogflow
- Amazon Alexa
- Firebase
- Google Cloud
- Unity
- Arduino
- UCD Methods
- Figma, Canva
- Photoshop
- Fluent in French









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WORK EXPERIENCE

Full-Stack Web Developer

WISH - 2021 - 3 MONTHS

- Drove a migration of Wish's email unsubscribe page from jQuery to React Redux, including UI and serverside Python data redesigns, while ensuring all new features were built to support A/B testing.
- Acted as a main point of contact for the unsubscribe migration project across multiple teams.
- Added Google reCAPTCHA to Wish's checkout issue page to reduce bot attacks on Wish's customer service ticketing system.
- Sought out and fixed bugs across the website, while including unit tests with Jest and pytest.

Web Developer

HORIZN - 2020 - 4 MONTHS

- Built components for a new customer facing site using PHP, Laravel, Javascript, React Redux, HTML, and CSS. The project was driven by new UX requirements and accessibility improvements.
- Migrated over 400 online banking demos using Laravel in part of the largest database migration in Horizn's history.
- Refactored the migration logic to reduce redundancy.
- Helped other co-op students with tasks related to CSS, React, Git, and internal processes, and helped **onboard** the oncoming co-op students.

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• Modernized outdated employee engagement platforms by extracting their data with JQuery and re-presenting the same data in a completely new UI built using Angular, HTML and SCSS.

Systems Software Developer

XE.COM - 2018-2019 - 8 MONTHS (RETURNED)

- 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.

Front-End Developer

SSIMWAVE - 2018 - 4 MONTHS

- Implemented new features and designs for a video analytics web application using AngularJS, HTML and CSS, Mocha and Chai.
- Worked directly with a designer and other developers to optimize the user experience of the UI.

PROJECTS - check out griffcook.com for more info on projects

- BitBeatz: An iteratively designed collaborative genetic algorithm drum machine. My focus was on the interface, which was designed using Google Sprint and other UCD methodologies, prototyped with Figma, and developed with React.
- Arduino Guitar Hero: A rhythm game inspired by Guitar Hero. The player must press a combination of buttons on a breadboard to match the changing colours displayed on LEDs. Built with digital circuits and an Arduino (C).