# HEATHER CAPE

## SOFTWARE ENGINEER

## CONTACT

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## EDUCATION

### University of Victoria
Bachelor Software Engineering
2018
GPA: 3.96/4.0

## SKILLS

### LANGUAGES
C
C++
Java
Python

### WEB
HTML
CSS/LESS
Bootstrap
AngularJS
NodeJS
JavaScript/ TypeScript
Freemarker
Django
Google App Engine
MongoDB
SQL

### GAME
Unreal Engine 4 (C++)
Visual Studio

### MOBILE
Android Studio (Java)
XML
Golang Server

### TOOLS
Github/Gerrit
Perforce
Jira
Docker
CodeCollab
Photoshop

## EMPLOYMENT

### Microsoft - The Coalition
Core Gameplay Engineer Intern

Vancouver, BC
Fall 2017

- Game development on the Gears of War franchise with C++ and Unreal 4
- Working with game designers and technical artists to implement character abilities and upgrades

### Verably Inc.
Full Stack Developer (Contract)

Victoria, BC
Summer 2017

- Feature development in Ninja, Java, and Freemarker for an early startup

### Redbrick Technologies
Product Developer Intern

Victoria, BC
Summer 2016

- Implemented features by customer request for an analytics web app using Django and Angular
- Developed site moderating tools with celery and InfluxDB
- Wrote an article for our error and crash monitoring API and analytics dashboard

### Isolation Network Canada
Software Developer Intern

Victoria, BC
Winter 2014

- Developed an AngularJS, TypeScript, and ASP.NET beta project to replace a legacy data-viewing system
- Focused on directive based Angular development to future-proof the site for Angular 2.0
- Contributed to the 87% Angular test coverage with Karma

### General Dynamics MS
System Integration Test Engineer Intern

Calgary, AB
Spring 2014

- Wrote a pathfinding algorithm in Python to find possible connections between communicating devices
- Executed and wrote formal and informal manual test procedures for applications to be used in out in the military field

## PROJECTS

### Antidose
www.antidose.ca

Summer 2017 to Present

Android application to combat the opioid overdose crisis by navigating those naloxone kits to emergency locations
- Designed all screens and app floe, wrote frontend Java to interact with the golang API
- Implemented sockets for immediate updates to victim and respondor
- Leveraged location services to build a routine to update helpers location periodically

### @iambellebot
iambelle.net

Feb 2017

Python script uses Clarifai API feedback to determine if the photo is a human or animal, and what they look like
- Created the website and design of mascot 'Belle'
- Interfaced with Python tweeting service to send tweets from the Belle homepage

### Concourse Chrome extension
github.com/hcape/glide

Summer 2016

- Populated app with data from Concourse CI API about status of pipelines, jobs, and builds
- Sent requests to API to new builds or stop those in progress

### GloboGym Booking System

Spring 2015

Working with several other students to create a fictional gym registration system in the MEAN stack
- Designed and developed the frontend, admin screens, and authorization

## AWARDS

HackUvic 2017 · Overall Best Hack

Feb 2017

1st place hack for @iambellebot

HackUvic 2017 · Best Hardware Hack

Feb 2017

@iambellebot for an Arduino light board and screen which activates each time a tweet is sent

Uvic Engineering Department · 2nd Place Engineering Capstone

Aug 2017

Recognition out of 30 multi-discipline engineering teams for 2017 capstone projects for Antidose

## VOLUNTEERING

### Engineering Student Society
Director of Student Relations,
Director of Student Services,
Student Software Representative,
Graphic Designer