

Ian McLaren

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Work/Volunteer Experience

Keywords Studios Development Support/Quality Assurance: FIFA 21 | May 2020-August 2020

- * Frequently performed various testing methods including stability, edge case, and regression.
- * Planned, wrote, and executed numerous bug-testing sessions.
- * Wrote and submitted twenty bug reports to the development team.
- * Communicated effectively with multiple teams on a daily basis.

Fresh Air Learning Website Designer | May 2020-Present

- * Regularly communicated with client regarding needs, problems, and solutions.
- * Worked independently without supervision to meet all deadlines.
- * Planned and implemented page designs, functionality, and navigation.
- * Identified issues with original site and implemented solutions.

Pedalheads Bike Camp Instructor | March 2019

- * Independently instructed over 20 children aged 3-9 in a group setting.
- * Frequently worked with other instructors in games and activities.
- * Regular communication with parents including writing weekly report cards and assessing ability to advance to next level.

Education

University of Victoria | Bachelor of Software Engineering (co-op) | 2019-Present

- * Expected Graduation: 2024.

Technical Projects

- * Designed, built, and programmed an autonomous underwater robot prototype as per requirements stated by Ocean Networks Canada.
- * Designed, created, and programmed an Arduino two-person game that tested reaction time and tracked score.

Activities/Interests

- * Competitive Ultimate Frisbee player: Placed fifth at Junior Nationals in 2019 and currently playing on the University of Victoria team.
- * Trained on the University of Victoria Rowing team from September 2019 to March 2020.
- * Enthusiastic singer and trumpet player.

References available on request.