

Jamie A. Day

Work Experience

Software Developer

Warranty Master

July 2016 – Aug 2016, Jan 2017 – Present
Montreal, Quebec

Contributed to the full stack of the Warranty Master web app. Developed a grasp of SOLID software design principles, touching everything from API development, data manipulation, relational databases (MySQL), integrations with external APIs, and the frontend – reactive views with JavaScript, forms, etc. Learned about industry best practices in security and development, code generation, automated testing, and more. Presently working at Warranty Master while pursuing full-time studies.

Software Development Intern

Ensemble Systems, Inc.

August 2014, July-August 2015
Richmond, British Columbia

Ensemble is a software consultant firm. In 2014, I performed research, working with various APIs and writing documentation. The next year I was given the opportunity to work on various components of a mobile app for a major software company using third-party open-source mapping APIs and Apache Cordova (working with HTML & AngularJS).

Skills

Relevant Skills

Programming

I ♥ C#, Java, JavaScript/TypeScript/Flow/React, Scala
Played around with Python, C++, Ruby
Functional programming fanatic

Version Control

Git fan, git fetching, merging, rebasing, cleaning, branching, resetting

Education

Post-secondary Education

McGill University, Montréal

2015 - 2019

Currently working on my Bachelor of Software Engineering at McGill University in Canada (third year).

Secondary Education

St. George's School, Vancouver BC – Grades 1-12

Awards and Certificates

- ❖ Honours with Distinction (90%+), Gr. 9-12
- ❖ Achievement award for AP Psychology (2014)
- ❖ Honourary Rigg Scholarship for Music (2015)
- ❖ Dogwood District/Authority Scholarship for Computer Programming (2015)
- ❖ Achievement award for Computer Programming (2012)

Hobbies

Video Game Development and & Software Development/Architecture

Served as lead programmer for video game development club in high school. Developed prototypes in various environments, including the XNA Framework with C#, Unity Engine with C#, Adobe Flash with ActionScript 3, and Java AWT/Swing. Actively working on my personal website sandbox, <http://www.jamieday.ca>.

Ethereum Contract Development

Recently developed an interest in blockchain technology & P2P networking. In particular, I have been playing around with the Solidity programming language & IPFS.