

James Thorne, EIT

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Education

Bachelors of Science in Software Engineering, 2008-2013

Schulich School of Engineering, University of Calgary

Graduated with Distinction, December 2013

Completed Internship, Minor in Entrepreneurship and Enterprise Development

Certificate in Software Development, 2003

Faculty of Continuing Education, University of Calgary

First student under 18 accepted into the program

Skill Highlights

A passion for learning new languages and technologies.

- Experience with web technologies, including Ruby on Rails, Nodejs, Websockets, WebGL.
- Experience with Mac and iOS Development, using Swift, Objective-C, Cocoa Touch, cocos2d, and SpriteKit. Three published apps in the iOS App Store.
- Experience with Linux-based software development, including Qt and Xlib applications using C/C++ and Python.
- Experience with embedded systems, including 3D printing and autonomous drone technology.

Professional Experience

Founder and CTO, PrintToPeer, 2013-2015

Designed and implemented a cloud-based software/hardware real-time 3D printing and print monitoring system. Used next-generation technologies including Ruby on Rails, Websockets, WebGL, and Raspberry Pis. Responsible for the entire stack including architecture, implementation, debugging, UI/UX design, process development, sales, and end-user support.

Software Developer, CDL Systems Ltd., 2011-2012

Developed real-time unmanned aircraft control software for the US Army and other clients. Worked on all stages of project, including designing and coding actual control software, developing automated testing, writing technical integration manual, and automating build and release processes. Worked primarily in C++/Qt, as well as Python and other languages, targeting Linux- and Solaris-based workstations.

Application Developer, Pillar Resource Services, 2004-2012

Developed project management database and reporting system for two-year construction project. Maintained and supported application as client reporting requirements changed. Performed network and desktop maintenance, and developed numerous related small line-of-business applications.

Software Developer, Trident Exploration, 2009-2010

Developed an application to aggregate corporate knowledge from multiple database systems, and present it in a user-friendly and effective manner. Experience with systems including Peloton WellView, QByte, and AFE Navigator. Built additional web applications to track EHS incidents, joint ventures, penalty payouts, field compressors, etc.

Application Developer, Aguila Exploration, 2004-2009

Developed several major projects including Field Accounting System, ArcMap-based automated mapping system, and Nortel voicemail notification system. Built a series of applications for both end-users and network maintenance.

Teaching Assistant, University of Calgary, 2003-2004

Worked in Faculty of Continuing Education, assisted students in the Certificate in Software Development Program.

Personal Projects

A portfolio is available at jamesthorne.ca. Personal projects include iOS apps (Fuzzytec and Antex, both available in the App Store), web applications (Richner's Log and lintr.co), and embedded systems (Team Lunch UAV Collision Avoidance System and PrintToPeer).

Volunteer Experience**President, Electrical Computer and Software Engineering Students' Society, 2012-2013**

Oversaw operation of society, coordinated with faculty to develop long-term departmental goals, and facilitated involvement in student- and faculty-run events.

Awards

Digital Alberta 2014: Best Combined Hardware & Software Experience (with PrintToPeer Inc.)

University of Calgary Admission Scholarship

Jason Lang Scholarship

Alberta Rutherford Scholarship