JULIAN HORVAT

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SKILLS

PROGRAMMING LANGUAGES: Python, Javascript, Java, C, SQL
ANDROID DEVELOPMENT: RetroFit, RxJava, Dagger, Otto, GSON, OkHTTP
WEB DEVELOPMENT: CSS3, HTML5, Node.js, Backbone.js, Google AppEngine, Jinja

EMPLOYMENT

UNIVERSITY OF GUELPH – Undergraduate Teaching Assistant   Sep 2015 - Current

- TA for Computer Networking (CIS 3210) a course centered around an introduction to networks from a programmer's perspective, including such topics as network protocols and web technologies
- The role includes grading of assignments/tests, and holding weekly office hours to help students that have questions about the course content

D2L – Junior Android Developer   Apr 2015 - Sep 2015

- Worked on a team that launched a new product focused on improving mobile user experience for Students using the Learning Platform at various institutions around the world
- Developed the application using modern Android technologies and design practices, such as RxAndroid, Retrofit, Otto, and implementing Material Design using the support libraries

FAN.SI – Junior Full-Stack Developer   Apr 2014 - Apr 2015

- Second developer on the development team
- Responsible for the concept, design and implementation of many features on the site, such as an analytics dashboard for artists to view data like MRR, ARPU and supporter counts
- Lead developer for the Backbone.js front-end application

SAP – Product Support Engineer   Apr 2013 - Dec 2013

- Part of a team that supported SQL Anywhere and Advantage Database Server handling problems ranging from simple questions to show-stopping crashes in production
- Reproduced bugs and worked with the engineering team to fix them
- Wrote Knowledge Base articles when a case had an undocumented resolution for the purpose of deflecting future cases

VOLUNTEERING

CUSEC – University of Guelph Head Delegate   Fall 2014 - Current

- Organized trip to conference for University of Guelph students, including securing funding and transportation planning
- Assisted in the organization and execution of the conference

SOCIS – Community Liaison   Apr 2012 - Apr 2015

SOCIS is a student organization for the University of Guelph's School of Computer Science. The organization runs community building events for Computing students and is the direct connection between the student body and the department.

- Elected to the executive team three years in a row
- Coordinated community events, such as hackathons
- Kept students informed about the local tech community events

EDUCATION

UNIVERSITY OF GUELPH

B.Comp. Software Engineering 2016

3.05 In-Major GPA