

JULIAN HORVAT

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PROJECTS

BRIGHTSPACE PULSE

- An Android app built to be a mobile companion for students to the Brightspace desktop site
- Designed according to Google's Material Design Guidelines and using modern libraries/paradigms such as RxJava and Dagger
- Worked as one of three developers on the project, which had a strict scrum methodology to development
- Developed many individual features, from underlying data structures and networking calls to custom views such as a fully custom speed dial floating action button
- More info available on my [Medium](#) post

FAN.SI

- Worked on both the Google AppEngine based API and the Backbone.js based frontend
- By the end of my time there, was the lead developer on the frontend responsible for all features
- Features worked on included a music player compatible with both desktop browsers and a Cordova-based mobile app, a live analytics dashboard built with Keen.io and the AppEngine Channels API among many others
- More info available on my [Medium](#) posts [here](#) and [here](#)

SKILLS

Programming Languages: Python, Javascript, Java, HTML5, CSS3

Android Development: Retrofit, RxJava, Dagger, Otto, GSON, OkHTTP

Web Development: Node.js, Backbone.js, Google AppEngine, Jinja2, Flask

EMPLOYMENT

UNIVERSITY OF GUELPH

Undergraduate Teaching Assistant

9/2015 - 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

4/2015 - 9/2015

- Worked on a small team that launched a new product focused on improving mobile user experience for students using the Learning Platform at various institutions around the world

FAN.SI

Junior Full-Stack Developer

4/2014 - 4/2015

- Second developer on the development team
- Responsible for the concept, design and implementation of many features on the site

SAP

Product Support Engineer

4/2013 - 12/2013

- 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

9/2014 - 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

4/2012 - 4/2015

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