

Yohanan (Kenneth) Sinder

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Objective

Interested in building data-driven web and/or mobile solutions as a Junior Software Developer.

Technical Summary

- Prior experience with project management, testing, and agile software development

Languages: Python (proficient), C#, ANSI C/C++, Java, PHP, JavaScript, HTML5/CSS3

Frameworks: Laravel, jQuery

Platforms: Windows, Mac OS X, Linux, Raspberry Pi, Arduino, Android

Tools: Visual Studio, Unity, NetBeans, Eclipse, IntelliJ IDEA, PyCharm, GitHub

Databases: MySQL, SQLite

Projects

Catalyst

June 2015 – August 2015

Inertia Interactive, Newmarket, ON

- Worked as a developer in a small team to produce Catalyst, a fast-paced 3D video game in the MOBA genre
- Programmed in C# using the Unity game library

PlayMatrix

April 2015 – June 2015

Square Matrix Solutions, Newmarket, ON

- As project manager, led a small group to produce an effective and easy to use interface between 2D games and AIs for developers along with a user-friendly GUI games portal
- Programmed in Python 2.7 using the Pygame 1.9 library for key inputs and display

LED Matrix

October 2014 – January 2015

- Programmed Arduino software to control a 64x32 display composed of red and green LEDs
- Created an Arduino brick breaker video game controlled via Bluetooth using an Android device and implemented simple message-displaying capabilities

Experience

Administrative Assistant

May 2014 – August 2015

Tomorrow's Drivers, 1065 Davis Dr. #7a, Newmarket, ON

- Managed day-to-day operations of this location and registered new in-class students
- Developed new systems of organizing and maintaining student records and documents
- Entered sales and expenses into accounting software (QuickBooks, Freshbooks)

Education

Candidate for Bachelor of Software Engineering (BSE)

September 2015 - Present

University of Waterloo, Waterloo, ON

- Relevant Courses: Programming Principles, Methods of Software Engineering, Data Structures and Algorithms