



Riley Knowles

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TECHNICAL SKILLS

Languages: TypeScript, Java, HTML/CSS, C*, C++*, LaTeX* *familiar

Other Technologies: Angular 2, Git, Linux*, Visual Studio Code, IntelliJ, WebStorm

EXPERIENCE

Web Developer Co-Op Jan 2020 – Present

A&K Robotics, Vancouver, BC

- Learned Angular 2 and AWS IoT to update a pre-existing web application to display a loading gif (designed and created myself) while processing requests to AWS IoT by the end of my second week in the office
- Wrote a formal proposal to improve the UI of legacy application to make it more intuitive and responsive before the application is relaunched
- *Technologies:* Angular 2, TypeScript, HTML/CSS, AWS IoT, Git, Visual Studio Code

PROJECTS

Local Produce Calendar (Hackathon) Apr 2019

- Designed and built a React.js app that provides the produce in season for a particular month and city as part of a four-member team at Girls in Tech: Hacking for Humanity
- Implemented an app router to include multiple pages with differing functionality, including a dropdown menu created with React Bootstrap with no prior experience in the listed technologies
- *Technologies:* JavaScript, HTML/CSS, React.js, Node.js, Git, WebStorm

Multithreaded Assignment Solutions (Academic) Mar 2019

- Implemented multithreaded solutions in C to both The Smoker's Problem and The Lilliputian Endianness Well Problem by using mutexes and condition variables to ensure mutual exclusion of critical sections of data and prevent deadlocking
- *Technologies:* C, Visual Studio Code

Sustainability Tracker (Academic) Sep 2018 – Dec 2018

- Built an object-oriented desktop application where users earn points and set goals based on sustainable activities they complete daily
- Utilized subclassing to produce an intuitive design, implemented exception catching/handling to increase program robustness, and systematically tested the program using the JUnit testing framework
- *Technologies:* Java, JUnit, 5 JavaFX, IntelliJ

OTHER EXPERIENCE

Undergraduate Teaching Assistant May 2019 – Jun 2019

The University of British Columbia, Vancouver, BC

Sep 2018 – Dec 2018

- Facilitated labs and graded weekly assignments consisting of functions operating on binary/arbitrary-arity trees, self/mutual recursion, and graphs for the prerequisite course to the computer science degree at UBC

EDUCATION

The University of British Columbia

Expected Graduation May 2022

Bachelor of Science – Computer Science, 3rd Year