

SHANE CREIGHTON-YOUNG

University of Waterloo · Computer Science

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Summary of Qualifications

- Skilled at producing correct, efficient, and maintainable code in independent and cooperative settings
- Enthusiastic, respectful, and supportive with excellent leadership and cooperative skills
- Proficient in Java, Objective-C, C, C++, L^AT_EX, Scheme / Racket, Bash and Python scripting
- Experienced developing native mobile applications on the iOS and Android platforms
- Familiarity in Unix-based development environments with Git, Vim, XCode, ADT, JNI, NDK

Work History

Software Engineering Intern

Endemic Mobile Inc. (September 2013–April 2014)

- Worked at a venture-backed startup as one of a 4-person “superstar” engineering team (ex-Google/Amazon) building and launching major features to hundreds of thousands of users
- Independently developed Vine-style video camera on the Android platform using native AV libraries, planning for and managing potential device fragmentation issues throughout the release process
- Implemented several responsive, cross-platform features on iOS and Android including customizable promotional photo generation and sharing, “favourite GIFs” section on public user profiles
- Led iOS app redesign: implemented design specs, refactored UI framework, and designed animations
- Responded to and fixed bugs on iOS and Android involving UI and concurrent clientside frameworks

Projects

Gestice (Android Application) February 2014 · PennApps Spring 2014 (Lead Android Engineer)

🔗 <http://gestice.org/> (Website with video)

- Interfaced with the Pebble smartwatch to produce a secure gesture-based application launcher
- Featured on Hacker News, reddit.com/r/pebble, receiving over 60 paid downloads

Chamber Crawler 3000 (C++) July 2013 · CS246 Summative Team Project

- Worked with a partner to design and implement a classic ASCII dungeon crawler game
- Added to the base project specification with extra features such as a lighting engine, random room generation, `ncurses` panning, basic enemy AI, enhanced enemy battle interfaces, enhanced HUD

Reightracer (C++) December 2012 · Extracurricular Personal Project

🔗 <http://www.github.com/srcreigh/reightracer>

- Implemented a Basic Raytracer (see the Raytracing wikipedia page) with diffuse lighting and spheres
- Renders a geometrically-defined scene with a sphere and multiple coloured lights without any graphical libraries

Education

University of Waterloo Waterloo, ON, Canada · Candidate for Bachelor of Computer Science (Honours)
September 2012–present · Cumulative Average To Date: 86.3% · Selected Coursework:

Computer Science Object-Oriented Software Development · Designing Functional Programs
· Elementary Algorithm Design and Data Abstraction

Mathematics Single & Multivariable Calculus · Linear Algebra I & II

Honours, Awards, and Achievements

- Included in the University of Waterloo Fall 2012 Term Dean’s Honours List
- Awarded the University of Waterloo President’s Scholarship in Fall 2012
- Awarded “Excellent” standing and second overall at the International Barbershop Choral Festival in January 2012 with the Ontario Youth A Capella Chorus
- Awarded 6th place at the Ontario Amateur Wrestling Association Cadet National Wrestling Tournament in 2010

Hobbies and Interests

- Served as President of the University of Waterloo Computer Science Club in Spring 2013
- Enjoys singing songs with a guitar and living a healthy and active lifestyle
- Likes to think critically about matters of philosophy, language, and ethics