

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, introspective, and supportive, with excellent leadership and cooperative skills
- Demonstrated aptitude to quickly learn and use new tools to achieve technical and UX goals
- Proficient in Java, Objective-C, C, C++, Scheme / Racket, Bash and Python scripting
- Experienced developing well-designed native mobile applications on the iOS and Android platforms
- Familiarity in Unix-based development environments with Git, Vim, XCode, ADT, Android Studio

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 personalized promotional photo generation and sharing, “favourite GIFs” section on public user profiles
- Led iOS 7 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

Product Manager and Android Engineer

Hack the North Mobile (July–September 2014)

🔗 (Android Application) <http://github.com/hackthenorth/hackthenorth-android>

🔗 (Backend Scripts) <http://github.com/hackthenorth/mobile-backend>

- Architected, developed, and managed native apps and a backend system for a large-scale event
- Partnered to develop the Android application, which includes realtime updates, searchable mentors list, contact functions, and beautifully designed animations, following new Material design guidelines
- Built the notifications system, allowing non-technical staff to deliver updates throughout the event
- Used powerful new libraries and platforms for app development including Volley, Gson, and Parse

Lead Engineer

Gestice (February 2014)

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

- Interfaced with the Pebble smartwatch to produce a secure gesture-based application launcher
- Utilized experience and creativity with the Android platform APIs to create an application that can unlock your phone’s PIN programmatically, waking the screen to have immediate access to apps
- Identified relevant publications and algorithms (specifically uWave, Dynamic Time Warping) as a candidate for extension to the simple axis-based gestures that we implemented at the hackathon

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

- Regularly serves on the executive team of the University of Waterloo Computer Science Club
- Enjoys thinking critically about matters of philosophy: language, epistemology, and ethics