

# Mac Burton

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Results-oriented and innovative software engineer. Demonstrated experience in User Experience Design and Evaluation, app design and development, and website development. Collaborative; exercises sound judgment and strategic thinking to solve problems creatively. Skills at writing clear, concise code that is easily maintained. Adaptable, enthusiastic.



<https://macburton.ca>



<https://www.linkedin.com/in/mac-burton-2851a319b/>



<https://limemonkeys.itch.io/>



<https://github.com/limemonkeys>



<https://stackoverflow.com/users/14095522/lime>

## Hard Skills

### Languages

C, C#, Java, Python, HTML, CSS, JavaScript, PHP, Kotlin, XML, R

### Operating Systems

Windows, macOS, Linux (Red Hat)

### Libraries

React, BeautifulSoup4, JFrame, JQuery, JSoup

### Database

MySQL, SQuirreL, Firebase

### DevOps

Docker, Jenkins

### Version Control

Git, SVN, Unity Collab

### Build Automation

Apache, Gradle, Make

### Cybersecurity

VirtualBox, Wireshark

### Project Management

Jira, Redmine, Trello

### Design Tools

Blender, Figma

### Text Editors

Emacs, Sublime Text, Vi

### IDEs

Android Studio, Visual Studio Code, Eclipse, IntelliJ, PyCharm, MBed Studio

## Employment Experience:

### Canadian Army Reserve

Jun '19 - Present

#### **CORPORAL MUSICIAN AND SAFETY 2IC FOR 36 CBG BAND**

Responsible for providing accompaniment to military ceremonies and performances to the public.

#### *Select achievements*

- Provided general in-house IT services to CAF members on full time summer employment contract, which saved time and resolved issues faster than relying on external IT support.

### Lockheed Martin

May '20 - Dec '20, Jan '22 - Apr '22

#### **TECHNICAL CO-OP - SOFTWARE - CSC**

Responsible for supporting projects and creating java software for warships.

#### *Select achievements*

- Consistently delivered high quality code that met internal code-testing standards and supported other team members in reviewing and testing code.
- Created java software based on user stories derived from shareholder's warship expectations. Included continuous integration using software like SVN, Jenkins, Redmine and methodologies like Agile with sprint planning, sprint reviews, and daily stand ups.
- Developed software that enabled Lockheed Martin to continuously maintain and push out groundbreaking software for modern warships to support national defense.

### Software Testing

Unit, Integration, Regression,  
Acceptance, White/Black  
Box Testing

### Methodologies

Agile, Scrum, Kanban,  
Waterfall

### **Soft Skills**

Adaptability  
Attention to Detail  
Communication  
Conflict Resolution  
Creativity  
Leadership  
Problem Solving

### **Education**

Bachelor of Computer  
Science (Co-op)  
*Dalhousie University, 2023*

Certificate of User  
Experience Design and  
Evaluation

### **Scholarships and**

#### **Awards:**

Nokia 3310 Jam 6: Top 5% in  
Innovation, '24  
Global Game Jam: Most  
Creative, '24  
Canadian Army Corporal  
Promotion, '23  
Loaded Ladle Feature  
Volunteer, '23  
Global Game Jam: Ubisoft's  
Choice Award, '23  
Battlesnake Tournament: Semi  
Finalist, '23  
Greenlight Jam: 1<sup>st</sup> Place Best  
Plan for Diversifiers, '22  
Atlantic Game Jam: 3<sup>rd</sup> Place  
Overall, '22  
Atlantic Game Jam: 1<sup>st</sup> Place in  
Mechanics, '22  
Dalhousie Sexton Scholar, '21  
Lockheed Martin Thanks Award,  
'20  
G. H. Campbell Memorial  
Entrance Scholarship, '18

### **Technical Projects**

Projects created and developed as hobbies or through university.

#### Smart Swine: Smart Saving Device

Jan - Apr '23

Designed and created a IoT product using an Android phone and Hexiwear smart device. Created storyboards, personas, use cases, in-context evaluations, low-fidelity, high-fidelity, and steel-thread prototyping. This device and application targeted young children; goal was to assist in planning, tracking, and reinforcing positive saving goals and habits.

#### Art Gallery App for the Visually Impaired

Jan - Apr '23

Designed a mobile application which provided information about art pieces. Goal was to provide the visually impaired an enriching and immersive experience. Created personas, assessment plans, low, medium, and high-fidelity prototypes, and creating a physical prototype utilizing an NFC chip imbedded in a 3D-printed exhibit label.

#### Geriatric Green Card Website

Jan - Apr '23

Designed and created a website using React to simplify green card information. Went above expectations and created git continuous integration documentation with flowchart for junior developers. Met with a client to ensure user stories met shareholder expectations and adhered to clean code principles to ensure seamless project transition. Goal was to simplify medication dose information for Green Card Pamphlet users.

### **Extracurriculars:**

#### Dalhousie Trading Card Game Society

Sept '19 - Present

#### Culinary Support Volunteer

Sept '22 - Sept '23

- Planned, prepared, and served complimentary meals for over 300 members of the student body each day.

#### Founder and President

Sept '19 - May '23

- Planned, coordinated, and engaged in Primary Event Organizer training.
- Researched, wrote, and presented weekly topics related to various aspects of trading card games.