Mac Burton

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.

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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

Education:

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

Certificate of User Experience Design and Evaluation

Hard Skills:

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

Operating Systems
Windows, macOS, Linux (Red Hat)

Libraries
React, BeautifulSoup4, JSoup, JFrame

Database
MySQL, SQuirreL, Firebase

DevOps
Docker, Jenkins

Version Control
Git, SVN, Unity Collab

Build Automation
Apache, Gradle, Make

Employment Experience:

Canadian Army Reserve   Jun '19 – Present

- Corporal Musician and Safety 2IC for 36 CBG Band

Went above and beyond contractual expectations, providing general in-house IT services to CAF members on full time summer employment contract. This increased overall productivity by eliminating the requirement to wait for IT to visit the military facility.

Lockheed Martin   May '20 – Dec '20, Jan '22 – Apr '22

- Technical Co-op – Software – CSC

Created java software based on user stories derived from shareholder's warship expectations, which included continuous integration using software such as SVN, Jenkins, Redmine, using methodologies like Agile with sprint planning, sprint reviews, and daily stand ups. Using the above-mentioned software and methodologies allowed for Lockheed Martin CA to continuously maintain and push out groundbreaking software for modern warships, meeting the goals of supporting national defense.

Technical Projects:

Smart Swine: Smart Saving Device   Jan '23 – Apr '23

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

Game Engines
GameMaker, Unity, Unreal

Decompilers
.NET Reflector, ILSpy

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

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
Design
Leadership
Problem Solving
Time Management

Art Gallery App for the Visually Impaired   Jan '23 – Apr '23

Designed a mobile application which provided information about art pieces, which included creating personas, assessment plans, low, medium, and high-fidelity prototypes, and going above expectations creating a physical prototype utilizing an NFC chip imbedded in a 3D-printed exhibit label. This application had a targeted audience of the visually impaired with the goal to provide an enriching and immersive viewing experience similar to those who are not visually impaired.

Geriatric Green Card Website   Jan '23 – Apr '23

Designed and created a website using React to simplify green card information, which included meeting with a real client to ensure user stories met shareholder expectations and supporting seamless project transition to another team by adhering to clean code principles and provided documentation for the codebase. This application had a targeted audience of geriatric clients who are referencing the Green Card pamphlet for medication doses with the goal of simplifying this information, ensuring the geriatric clients do not become overwhelmed by the amount of text included on the pamphlet.

Extracurriculars:
Dalhousie Trading Card Game Society   Sept '22 – Present

- Culinary Support Volunteer

Dalhousie Trading Card Game Society   Sept '19 – May '23

- Founder and President

Scholarships and Awards:
Canadian Army Corporal Promotion   Apr '23
Loaded Ladle Feature Volunteer   Apr '23
Global Game Jam: Ubisoft's Choice Award   Feb '23
Battlesnake Tounament: Semi Finalist   Jan '23
Greenlight Jam: 1st Place Best Plan for Diversifiers Jun '22
Atlantic Game Jam: 3rd Place Overall   Feb '22
Atlantic Game Jam: 1rd Place in Mechanics   Feb '22
Dalhousie Sexton Scholar   Aug '21
Lockheed Martin Thanks Award   Aug '20
G. H. Campbell Memorial Entrance Scholarship   Sept '18