Linden Sheehy

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Summary of Qualifications

- Third-year software engineering student at the University of Ottawa.
- Exceptional communication and coordination skills, developed by working 2 years in customer service.
- Fluent in English, Intermediate in French.
- Skilled with C++, C, Python, and Java.
- Familiar with JavaScript, C#, Bash, 86x assembly, JSON, HTML, CSS, XML, Android Studio, and Firebase.

Education

Bachelor of Applied Science in Software Engineering

2022 - Present

The University of Ottawa, Ottawa, Ontario

- Calculus, Discrete Mathematics, Data Structures and Algorithms, Operating Systems.

Skills and Abilities

Adaptability

- Able to smoothly switch work styles, conforming to new requirements or environments.
- Quickly pick up on new concepts and confidently apply them where relevant.
- Transferred quickly between tasks to assist my teammates on our Android App, leveraging my skills and knowledge to support the teams' success.

Critical Thinking

- Quick to break a problem down into its key steps.
- Confident in determining which steps are the most vital to solve a given problem.
- Applied these skills to develop my 3D graphics engine, optimizing my projection function and managing big data structures like meshes.

Resourceful Coding

- Skilled at finding ideas and implementing them into my own work where applicable.
- Efficient at determining which information is relevant when researching.
- Utilized resources such as Stack Overflow and ChatGPT, where applicable for my projects, to help find solutions to problems encountered while writing code.

Relevant Experience

Student Data Analyst

9/2024 - 12/2024

Transportation Safety Board of Canada, Gatineau, Quebec

- Worked extensively with Excel, Power BI, and SharePoint to manage, analyze, and visualize data for internal projects, improving workflow efficiency and data accessibility.
- Created dynamic Power BI dashboards to support data-driven decision-making and streamlined collaboration using SharePoint for document management and sharing.
- Strengthened Skills: Databases, Data visualization, data analysis, SharePoint integration, teamwork, cross-departmental collaboration.

3d Graphics Engine

10/2022 - Present

Under <u>3dgraphicsCpp</u> on my GitHub

- Experience with the GUI library SDL2. I had written the same project previously in python using PyGame, but I switched to C++ and SDL2 for the second version to increase performance, and now it offers much more functionality as well.
- Strengthened Skills: C++, complex data structures, rendering pipelines, GUIs.

Game GUI Overlay Modification

11/2024 - Present

Under RustModification on my GitHub

- This project made use of some resources I had previously developed for my other project PlantsVsZombiesApi.
- Reverse engineered game memory to extract entity positional data and developed a graphical overlay for Rust using Win32 API and GDI+, featuring real-time rendering with double-buffered shared memory.
- Strengthened Skills: C++, 86x Assembly, reverse engineering, Windows API, shared memory management, rendering pipelines.

Android App 09/2023 - 01/2024

Under <u>SEG-Project2023</u> on my teammate's GitHub

- Created an Android app to organize events with 4 team members.
- Experience with Android Studio to create the app UI and functionality, and Firebase for data storage.
- Strengthened Skills: Java, XML, UI Design, Team Coordination, Shared Git Repositories.

Awards and Achievements

Ontario Scholar, St. Matthew High School	2022
1st Place in the Euclid Mathematics Contest, Waterloo University	2022
1st Place in the Senior Mathematics Contest, Waterloo University	2022
2 nd Place in the Lagrange Mathematics Contest, Mathematica Centrum	2018