MARTIN WARD

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CO-OP STATUS

- Currently seeking 4 to 8 month work term for Winter 2025.

EDUCATION

2021 – CURRENT

DALHOUSIE UNIVERSITY - HALIFAX
Bachelor of Computer Science
- Relevant Courses: Algorithms, Data Structures Software Development, Software Engineering,

2018 – 2019

HUMBER COLLEGE - TORONTO
3D Modeling & Visual Effects Production

2008 – 2013

MEMORIAL UNIVERSITY OF NEWFOUNDLAND
BBA, Buisiness Administration

PROJECTS

LEVERAGING NEGATIVE INFORMATION IN DEFENSE APPLICATIONS
- Developed algorithms and models for exploiting negative information and its dependence on sensor models for the Defence R&D Canada - Atlantic (DRDC)
- Used SQL, Python, Pandas, GeoPandas, Matplotlib, Shapely and NumPy

ARTIST WEBSITE
- Designed and developed a dynamic website using PHP, HTML, CSS, Bootstrap, JavaScript, and SQL.
- Created a user-friendly platform for artists to showcase their artwork and personal information by enabling them to create personalized accounts.
- Implemented an automatic sorting algorithm that organizes the artists and their work into themes.

COURSE REGISTRATION WEBSITE
- Built a user-friendly responsive course registration website using HTML, CSS, and JavaScript.
- Developed the front end of the website, enabling prospective students to sign up and register for courses with ease.

LOGISTICS MODEL OF BAKERY
- Designed and implemented a back end logistical system

for a bakery.
- Created a model that calculated the required supplies, projected sales, and equipment needed to operate the bakery based on market demands.
- System enabled the bakery to optimize its operations, reduce waste, and increase profits.

WORK EXPERIENCE

2024 SUMMER

PROGRAMMER (CO-OP)
Department of Nationa Defence (DND) – Halifax, Nova Scotia
- Investigate and recommend solutions to technical problems, primarily relating to networking configurations, network automation, and network security.
- Set up tests networks to apply configurations and test them in sandbox environments using Cisco and Juniper CL.
- Work collaboratively on a student team, in an office alongside civilian ITs, Canadian Armed Forces Technicians and tehnical contractors.

2023 FALL

QUANTITATIVE MODELER (CO-OP)
Defence R&D Canada - Atlantic (DRDC) – Halifax, Nova Scotia
- Analyzed the significance of negative data in a defense application within the Maritime domain.
- Contributed to the team's collective effort to enhance defense strategies through the exploitation of negative information.
- Implemented and refined algorithms using Python, NumPy, pandas, geopandas, shapely, matplotlib, and ffmpg

2021

FISHERMAN
Qikiqtaaluk Fisheries Corporation - St.John's, Newfoundland
- Maintained efficient packaging processes on the boat by identifying areas of improvement and streamlining workflows.
- Collaborated with a team of fishermen to ensure the timely and accurate recording of catch data, resulting in improved accuracy in catch estimates and compliance with regulations.

2020

AT-SEA OBSERVER TRAINEE
Seawatch - St.John's, Newfoundland
- Trained in identifying various fish species and calculating catch estimates, ensuring compliance with fishing regulations and accurate data collection.
- Conducted oceanographic and environmental monitoring and data collection, analyzing, and reporting findings for management and scientific purposes.

2018 – 2019   **3D SCAN & MODEL ASSISTANT (VOLUNTEER)**
Qrint 3D Studio – Toronto, ON
- Utilized 3D production and printing software to sculpt and print high-quality 3D models, contributing to the development of several successful projects.
- Conducted 3D scans of various items and recreated them in digital form, demonstrating strong attention to detail and technical skills.

SKILLS

PROGRAMMING
- Knowledge in Python, HTML, CSS, JavaScript, Bootstrap, C, and PHP, Ansible, Gitlab, Elastic, Logstash, Graphana, Kibana, Rocky Linux, Postgresql, Security Onion, Scrapy, Wireshark, and tcpdump.
- Geospacial and quantitative modelling libraries such as Pandas, Geopandas, Shapely, Matplotlib and NumPy,

3D MODELING
- 3D scanning, modeling, hard surface modeling, sculpting, compositing, texturing

INTERPERSONAL SKILLS
- Written/verbal communication, organization, time management, teamwork.

SOFTWARE
- Zbrush, Photoshop, Illustrator, Lightroom, Maya, Mari, Fusion 360, Blender, Substance Painter, Visual Studio

PHOTOGRAPHY
- Skilled in the use of DSLR Camera
- Experience in portraiture and working with models.
- Developed skills in techniques such as composition, colour correction, cropping, image manipulation.