MITCHELL RIVETT

SOFTWARE ENGINEER

T +1 (604) 240-0534
E mitchell.rivett@hotmail.com
W https://mitchellrivett.herokuapp.com/
L linkedin.com/in/mitchell-rivett
G github.com/mitchellri

TECHNICAL SKILLS

PROGRAMMING
- C#
- C++
  - Google Test
- Javascript
  - React
  - NodeJS
- Lua
- PHP
- SQL
- HTML/CSS

DATABASES
- Oracle
- PostgreSQL
- MongoDB

OPERATING SYSTEMS
- Arch Linux
- Windows

TOOLS & PROTOCOLS
- Visual Studio
- Unity
- Git
- Vagrant
- UML
- Agile Scrum

WORK EXPERIENCE

BUSINESS SYSTEMS ANALYST — Jun 2017 – Present
TELUS

- Full lifecycle development of 3 enterprise web applications used nationally and cross-departmentally
  - Javascript, DHTMLX, PHP, Oracle Database
  - Automated TELUS resource & financial planning
  - Improved process management consistency
- Administrated 50 Windows VMs

HGA DEVELOPER — Sep – Dec 2016
Western Digital Thailand

- Multithreaded image processing algorithms in C# to increase production line throughput
- Assisted mechanical engineers and coworkers in various projects

CO-OP INTERN — Sep 2015 – May 2016
Picture This Today

- Developed PHP script to automate data fetching for local database, automated with Linux cron jobs
- Collaborated with designer to create 5 responsive websites using HTML, CSS, JQuery, PHP and utilizing Google Maps API
- Co-op success story BCIC feature: https://bit.ly/2U8WSTm

EDUCATION

MACHINE LEARNING CERTIFICATE — Apr – Jun 2019
Stanford University

- 94.5% (A) final grade

BACHELOR OF SOFTWARE ENGINEERING
University of Victoria — Sep 2012 – Sep 2017

- 95.5% (A+) average in 3rd and 4th year term projects
- Active participant in UVic GameDev, and Formula Motorsport club
- Collaborated with Vivitro Labs in a group of 5 to study requirements process and assist research

OTHER PROJECTS

JOURNALPETS
Care for virtual pets and get rewards from rewards journal contributions
- React/Redux
- NodeJS
- PostgreSQL

TEXT ADVENTURE FRAMEWORK
Made for new programmers to create text adventure games
- Python

Github:
https://github.com/mitchellri/Text-Adventure-Framework

CUSTOMER SERVICE

ENGLISH TEACHER
NATIVETALK

May – Aug 2017

Prepared lectures and taught 4 children over the phone
- Taught grammar, common speaking subjects in interactive classes

INTERESTS

🐠 Aquatics

🍜 Foodie

⌨ Keyboard builder

🎨 Digital/Fine Art

PERSONAL PROJECTS

UNITY: TILEMAP GENERATOR   Sep 2019 – Present
Utilizes Perlin Noise, Fractional Brownian Motion, and Dijkstra's algorithm to randomly generate worlds
Github: *https://github.com/mitchellri/unity-tilemap-generator*
- Unity
- C#

VIDEO GAME: LITTLE FISHES   Sep – Dec 2015
Arcade styled game where players grow and evolve competitively with the rest of the ecosystem. Utilizes design patterns and object recycling
Sample: *https://imgur.com/a/Wxz49aU*
- Love2D
- Lua

DISCORD BOT   Dec 2017 - Present
Tracks and graphs gaming data. Custom commands, interactions. Currency system based on time played together.
Sample: *https://imgur.com/a/qB9xelq*
- Python
- MongoDB

HACKATHONS

BATTLESNAKE – 1ST PLACE   Feb 2015
6 hours to program game AI for a competing snake in the classic Snake game. Multiple snakes are placed into an arena to battle
News: *http://martlet.ca/news/uvic-students-win-battlesnake-competition-against-local-tech-companies/*
Github: *https://github.com/mitchellri/snakes_on_a_plane*
- Placed 1st in a team of 5 against 100 students/local tech companies
- A* pathfinding algorithm using Python
- Initiated and lead weekly meetings

SUPER UVIC GAMEDEV PLATFORMER JAM   Jul 2015
10 hours to develop a platformer game, followed by demos. Drop, carry, throw and mount your surfboard after you acquire it
Github: *https://github.com/mitchellri/Super-UVic-GameDev-Platformer-Jam*
- Love2D
- Lua

MICROSOFT CODING COMPETITION   Sep 2014
Select a language to program 3 of 5 coding challenges in 2 hours
- Python