

# MITCHELL RIVETT

SOFTWARE ENGINEER

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## TECHNICAL SKILLS

### PROGRAMMING

- Python
  - ReactJS
  - NodeJS
  - JQuery
  - Django
- C#
- Java
- C/C++
- Lua
- PHP
- SQL
- HTML/CSS
- ARM Assembly

### DATABASES

- MySQL
- MongoDB
- Oracle
- PostgreSQL

### OPERATING SYSTEMS

- Arch Linux
- Windows

### TOOLS & PROTOCOLS

- Agile Scrum
- Blue Prism
- Git
- Office, G Suite
- Blender
- Vagrant
- UML

## WORK EXPERIENCE



### BUSINESS SYSTEMS ANALYST JUN 2017 – PRESENT

Telus

- Leveraged DHTMLX UI and databinding with Oracle database to design, build, maintain 3 self-administering tools reducing TELUS resource and financial planning time and improving process managing consistency for all mid-market to large complex deals
- Assisted server owner administrating 50 VM machines for TELUS RPA bot hosting and development
- Currently building RPA team to run agile scrum meetings with partnered developers, as well as monitor and manage failures for mission critical bots



### HGA DEVELOPER

Sep – Dec 2016

Western Digital Thailand

- Programmed multithreaded image processing algorithms to detect production defects
- Communicated clearly and concisely in formal presentations to management, coworkers, and over 100 students at my sponsoring Thai university



### CO-OP INTERN

Sep 2015 – May 2016

Picture This Today

- Spearheaded the creation of PHP scripts to automate database updates from realtor.ca database using cron jobs
- Created responsive websites for 5 franchisees using HTML, CSS, JQuery, PHP and utilizing Google Maps API
- BCIC feature for co-op success story: <https://bit.ly/2U8WSTm>

## EDUCATION



### BACHELOR OF SOFTWARE ENGINEERING

University of Victoria

Sep 2012 – Sep 2017

- Collaborated with Vivitro Labs in a group of 5 to study requirements process for cardiovascular device testing machines and assisted their research in finding an appropriate signal type for a machine

## OTHER PROJECTS

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### LAND SURVEYORS CHECKLIST SYSTEM

Web app allowing managers and surveyors to communicate work progress via checklists

*Github:*

<https://github.com/moezubair/LSCS/wiki>

- Designed and implemented 3-tier architecture using Django in a team of 4
- Formally documented, designed with UML

### TEXT ADVENTURE FRAMEWORK

Simple framework made in Python to create text adventure games

*Github:*

<https://github.com/mitchellri/Text-Adventure-Framework>

## CUSTOMER SERVICE

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### ENGLISH TEACHER NATIVETALK

May – Aug 2017

Prepared structured lectures and taught 4 children successfully over the phone

- Taught grammar, common speaking subjects in highly interactive classes

## INTERESTS



Aquatics



Foodie



Keyboard builder



Digital/Fine Art

## PERSONAL PROJECTS

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### LITTLE FISHES

Arcade styled game where players grow and evolve competitively with the rest of the ecosystem

*Sample:* <https://imgur.com/a/Wxz49aU>

- Implemented behavioral design patterns (command, observer) and object recycling in Lua using Love2D

### JOURNALPETS

Web app that rewards journal contributions with items to care and interact with a virtual pet (In development)

- Developed 3-tier architecture application using React/Redux and NodeJS server interacting with PostgreSQL database

### DISCORD BOT

Tracks and graphs gaming data. Custom commands, interactions, storage. Currency system based on time played together.

*Sample:* <https://imgur.com/a/qB9xelq>

- Developed with DiscordPy and Matplotlib, uses JSON to store data

## HACKATHONS

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### BATTLESNAKE – 1<sup>ST</sup> PLACE

A multiplayer version of the game Snake, where each snake in the arena is controlled by artificial intelligence competing to be the last one standing

*News:* <http://martlet.ca/news/uvic-students-win-battlesnake-competition-against-local-tech-companies/>

*Github:* [https://github.com/mitchellri/snakes\\_on\\_a\\_plane](https://github.com/mitchellri/snakes_on_a_plane)

- Placed 1<sup>st</sup> in a team of 5 to program AI against 100 students/local tech companies using the A\* pathfinding algorithm and c9.io to simplify collaboration
- Initiated and lead weekly preparation meetings to plan approach

### SUPER UVIC GAMEDEV PLATFORMER JAM

A platformer themed game jam with 10 hours to develop a game, followed by demos

*Github:* <https://github.com/mitchellri/Super-UVic-GameDev-Platformer-Jam>

- Developed Surfer Dude in Lua using Love2D and created the art using GraphicsGale

### MICROSOFT CODING COMPETITION

Select a language to program 3 of 5 coding challenges as a group or individually where results are based off black box tests on submission

- Selected Python to individually to solve complex problems