

# MITCHELL RIVETT

SOFTWARE ENGINEER

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## TECHNICAL SKILLS

### PROGRAMMING

- C#
- C++
  - Eigen
- Python
- 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 TELUS

Jun 2017 – Present

- Leveraged JS, DHTMLX and Oracle database to create 3 enterprise web tools automating TELUS resource planning time and improving process management consistency across different disciplines
- Administrated 50 Windows VMs for RPA bot hosting and development



### HGA DEVELOPER

Western Digital Thailand

Sep – Dec 2016

- Multithreaded image processing algorithms in C# to detect hardware defects in production line
- Communicated clearly and concisely in formal presentations to management, coworkers, and over 100 students



### CO-OP INTERN

Picture This Today

Sep 2015 – May 2016

- Spearheaded automation using PHP scripts and Linux cron jobs to fetch data and update local database
- 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



### MACHINE LEARNING CERTIFICATE

Stanford University

Apr – Jun 2019

- 94.5% (A) final grade



### BACHELOR OF SOFTWARE ENGINEERING

University of Victoria

Sep 2012 – Sep 2017

- 95.5% (A+) average in 3<sup>rd</sup> and 4<sup>th</sup> year term projects
- 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
- Active participant in UVic GameDev, and Formula Motorsport club

## 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

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 lectures and taught 4 children 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

Sep – Dec 2015

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/Love2D

### JOURNALPETS

Jan – Mar 2019

Web app that rewards journal contributions with items to care and interact with a virtual pet

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

### DISCORD BOT

Dec 2017 - Present

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

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

- Asynchronous program using Python, DiscordPy, Matplotlib, and MongoDB

## HACKATHONS

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

Feb 2015

6 hours are given to program game AI for their competing snakes 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](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 leveraging the A\* pathfinding algorithm
- Initiated and lead weekly preparation meetings

### SUPER UVIC GAMEDEV PLATFORMER JAM

Jul 2015

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 in Lua/Love2D, you can drop, carry, throw and mount your surfboard after you acquire it.

### MICROSOFT CODING COMPETITION

Sep 2014

Select a language to program 3 of 5 coding challenges in 2 hours

- Solved complex problems in time-sensitive competition using Python