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#
  - Unity
- Javascript
  - React
  - NodeJS
- PHP
- C++
  - Google Test
- 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

- Full lifecycle development of 3 enterprise web applications used nationally and cross-departmentally
- Used JavaScript, PHP, Oracle to develop applications that:
  - Automate resource and financial planning to assess ongoing projects and quickly produce competitive bid offers
  - Evaluate team and process efficiency, which is used by managers to determine resource allocation
  - Streamline customer support management to improve escalation response time
- Automated testing with Javascript

HGA DEVELOPER
Western Digital Thailand
Sep – Dec 2016

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

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

- Developed automated data fetching scripts with PHP and Linux to improve process efficiency
- Collaborated with designer to create 5 responsive websites using JavaScript, PHP, and utilizing Google Maps API
- Co-op success story BCIC feature: 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 3rd and 4th year term projects
- Active UVic GameDev, Formula Motorsport club participant

OTHER PROJECTS

JOURNALPETS
React, Redux, NodeJS, PostgreSQL

Jan – Mar 2019

Care for virtual pets and get rewards from journal contributions

TEXT ADVENTURE FRAMEWORK
Python

Oct 2015

Made for new programmers to create text adventure games
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
C#, Unity

Sep 2019 – Present

Utilizes various noise algorithms, droplet erosion, and A* algorithm to randomly generate natural worlds into tilemap components
Github: *https://github.com/mitchellri/unity-tilemap-generator*

VIDEO GAME: LITTLE FISHES
Lua, Love2D

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*

DISCORD BOT
Python, MongoDB

Dec 2017 - Present

Tracks and graphs gaming data. Custom commands, interactions. Currency system based on time played together.
Sample: *https://imgur.com/a/qB9xelq*

HACKATHONS

BATTLESNAKE – 1ST PLACE
Python

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
- Implemented A* pathfinding algorithm
- Initiated and lead weekly meetings

SUPER UVIC GAMEDEV PLATFORMER JAM
Lua, Love2D

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*

MICROSOFT CODING COMPETITION
Python

Sep 2014

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