

MITCHELL RIVETT

SOFTWARE ENGINEER

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TECHNICAL SKILLS

PROGRAMMING

- Python
- Javascript
 - 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

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

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

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

BATTLESNAKE – 1ST 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

- Placed 1st 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