

MITCHELL RIVETT

SOFTWARE ENGINEER

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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:
 - Automate resource and financial planning to assess ongoing projects and quickly produce competitive bid offers
 - Evaluate team and process efficiency to determine organizational structure in TELUS operations
 - 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 rewards 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

Sep 2019 – Present

C#, Unity

Utilizes Perlin Noise, Fractional Brownian Motion, and A* algorithm to
randomly generate natural worlds into tilemap components

Github: <https://github.com/mitchellri/unity-tilemap-generator>

VIDEO GAME: LITTLE FISHES

Sep – Dec 2015

Lua, Love2D

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

Dec 2017 - Present

Python, MongoDB

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

Feb 2015

Python

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

Jul 2015

Lua, Love2D

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

Sep 2014

Python

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