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
  - Automated resource & financial planning
  - Streamlined customer support management
  - Javascript, DHTMLX, PHP, Oracle Database

HGA DEVELOPER
Western Digital Thailand — Sep – Dec 2016

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

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

- Developed PHP script to automate data fetching for local database, automated with Linux cron jobs
- Collaborated with designer to create 5 responsive websites using HTML, CSS, JQuery, 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 club participant
  - UVic GameDev
  - Formula Motorsport club

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