

MACKENZIE POWER

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Objective: My current objective is to pursue a career in computer programming with a company or organization that encourages learning new skills, provides challenging and interesting tasks, and seeks innovative solutions to problems they are tackling.

EXPERIENCE

MAY 2017 – SEPTEMBER 2017

SOFTWARE DEVELOPER INTERN, LUXSONIC TECHNOLOGIES INC.

Working to develop Virtual reality environments to help educate and improve the workflow of veterinarians and doctors in medical imaging and radiology. Tasks involved:

- Coding in Unity and C#
- Working with Oculus Rift technology
- Developing 360-degree videos
- Web development with HTML, JavaScript and CSS
- Firebase implementation for data storage
- Product testing, updates, and investor pitches

EDUCATION

DECEMBER 2017

BSC. COMPUTER SCIENCE, UNIVERSITY OF SASKATCHEWAN

Overall average of 81%

MAY 2014

BSC. BIOLOGY AND BIOTECHNOLOGY, UNIVERSITY OF SASKATCHEWAN

Overall average of 80%, Top Mark in An Interdisciplinary Field Award.

SKILLS

- Programming experience with C, C++, C#, R, Java, Forth, bash scripting, GO, Haskell, HTML, CSS, JavaScript, JSON and database experience with MySQL, PostgreSQL and utilizing BLAST of the National Center for Biotechnology Information
- Knowledge of version control using SVN and GIT
- Experience with platforms such as Unity, Netbeans, Eclipse, DBVisualizer, and Firebase.
- Able to communicate efficiently in both a verbal and written capacity
- Experience writing formal essays and scientific papers
- Comfortable giving oral presentations in front of people
- Work exceptionally well with others of all types
- Strong work drive and commitment to tasks

PROJECTS

- “Because It’s There”
 - Course: “Game Mechanics” (CMPT 306)
 - Creation of a 2D multiplayer platformer with procedurally generated levels and weather
 - Created using Unity 5 and C# in mono-develop
- “Battle Bots”
 - Course: “Intermediate Software Engineering” (CMPT 370)
 - Creation of a turn based game involving artificial intelligent players which updates statistics to a JavaScript Object Notation file
 - Project was intended to provide group work experience by developing a game through the software development process of creating a formal requirements document, design document, testing plan, and construction process.
 - Project involved interpreting Forth code stored in JavaScript Object Notation and converting it into Java
- V-Rad Veterinary Medical Software
 - Course: “Software Management” (CMPT 371)
 - Creation of a virtual reality application designed to allow radiologists to view and manipulate their work in a virtual environment.
 - Project involved taking on various roles (I was the lead developer) and developing an agile development process with a client (Luxsonic Technologies Inc.)
 - Project created in Unity using C# and Visual Studio with the Oculus Rift.
- Virtual Reality UI project
 - Course: “Human Computer Interactions” (CMPT 481)
 - Research study that involved creating a virtual reality system with various buttons for user interaction to begin determining standards and practices for VR development.
 - Involved getting participants to test out different designs, textures, and button feedbacks.
 - Project created in Unity using C# and Visual Studio with the Oculus Rift.
- Natural Selection Simulator
 - Course: None (personal project)
 - An attempt to create a simulation of predator prey relations that change over time in populations using principles of natural selection.
 - Project is currently being developed in Unity using C# and Visual Studio.

EXTRACURRICULAR

- Lonely Dance Party Inc.
 - Start up company founded by myself (CEO) and five other students to take on various software contracts and develop our own android app.
 - The goal is to learn more about the business world of tech and how it works, go through the process of learning to network, market ourselves, make an impression in the current community, and go through the process of creating an app.