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FRAMEWORKS

- Android
- Drupal
- .NET MVC 4
- Bootstrap
- Knockout.js
- LAMP Stack

LANGUAGES

- Java
- C#
- JavaScript
- XML
- PHP
- HTML
- SQL
- CSS
- C++

TECHNOLOGIES

IDE: Android Studio, Unity, Visual Studio

Version Control: Git (GitHub, BitBucket)

OS: Linux, Windows

Tools: SQL Server

EXPERIENCE

Software Developer - Android, Rave (WeMesh), Kitchener, ON   Sept 2016—Dec 2016

- Implemented a myriad of UI improvements to bring the company's app to Google's material design standards
- Refactored Java and XML files to follow Android best practices
- Regularly collaborated on team projects using a feature branch workflow on Git with GitHub

Web Application Developer Rockstar, Paralucent, Toronto, ON   Jan 2016—Apr 2016

- Implemented a web API for content management using C# in the .NET MVC framework with a JavaScript wrapper
- Developed front-end code for a responsive single page application using Bootstrap and Javascript libraries like jQuery, Knockout.js, and DataTables
- Created an authentication process for a content management application using C# with .NET MVC
- Managed live Drupal websites by scripting PHP and through the user interface
- Set up a remote server running Debian, Apache, and MySQL to host staging sites for testing

PROJECTS

- Created a VR game similar to PAC-MAN for Google Cardboard   2016
- Produced a prototype for a game using the Oculus Rift connected to a Leap Motion hand tracker at HackDartmouth 3   2016
- Built an app to warn users of undesirable drone flying areas and conditions for Nasa's Space Apps Challenge 2016 using various APIs (OpenWeatherMap, Google Maps)   2016
- Developed an Android weather application and a popular movies application for Google's Android development course on Udacity   2016
- Made a personal website using HTML5, CSS3, Bootstrap, and Angular.js   2015