NICK AIRDRIE

nairdrie.com
416-985-8201
nairdrie@uoguelph.ca

SUMMARY OF SKILLS

- Extensive experience programming in **C, C++**, **Java** and **Python** through Object-Oriented, Data Structures, Algorithms and Operating Systems university courses.
- Two years of web technologies experience (**HTML**, **JavaScript/jQuery/Typescript**, **CSS/Sass, mySQL, NodeJS** and **Angular**) through work experience at Sandbox Software Solutions and through development of my personal website **nairdrie.com,** as well as a business solutions app built on **Ionic.**
- Experienced **C#**, **Android**, and **iOS Developer** through development of mobile games at Adknown Inc.
- Extremely **quick learner** and eager to learn new technologies/programming languages.
- Excellent **problem solving** skills both independently and in **team settings** through previous experience, Engineering Design I-III courses, Software Engineering courses, and First Robotics involvement.
- Experience **teaching/tutoring** students as a tutor in high school.
- Other technical skills: Microsoft Office, Adobe Creative Suite, AutoCAD, SolidWorks.

EDUCATION

2015-present   Honours Bachelor of Engineering, Computer Engineering (CO-OP)
University of Guelph, Guelph, Ontario

- $2000 Entrance Scholarship for achieving a minimum 85% admission average.
- College of Physical & Engineering Science Dean's Honours List, 2015-2016
- Achieved high **80s** and **90s** in programming courses in both C and Java.
- Worked on TBWC Design Project in order to hone problem solving skills in a team setting.

2011-2015   High School Diploma
Humberview Secondary School, Bolton, Ontario

- First Robotics Canada Team 4946 build/electronics team member. Worked on design, building and assembly of hardware, software, and electrical components of a several robots.
- Ontario Scholar recipient.

WORK EXPERIENCE

2019   Full Stack Mobile Developer, Rapid Sewer Data, Toronto, Ontario

- Co-designed and developed a cross platform business solutions app which helped Rapid Sewer Data aquire clients from cities across Canada.
- Used Ionic Framework to streamline cross-platform development.

2018 (CO-OP)   Unity Developer, Adknown Inc., Guelph, Ontario

- Developed 20+ iOS, Android and Windows store games in Unity using C#.
- Designed game assets and user interface items in Illustrator, Photoshop and Gimp.
- Games had a collective 50,000+ downloads.

2017 (CO-OP)   Web Developer, Sandbox Software Solutions, Guelph, Ontario

- Developed many wesbites/webpages for clients using HTML, CSS and JavaScript.
- Designed icons and other user interface items for web using Adobe Illustrastor.
- Honed communication skills through project meetings with colleagues and clients.

References available upon request.