

FINLEY HARRISON

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EDUCATION

University of Waterloo

2023 - Present

Bachelor of Mathematics, Honors Co-op Program

GPA: 3.73 / 4.0

Relevant Coursework: Object-Oriented Software Development, Designing Functional Programs, Elementary Algorithm Design and Data Abstraction, Logic and Computation

TECHNICAL SKILLS

Languages

C/C++, Java, Python, JavaScript, HTML/CSS, Bash

Frameworks/Libraries

React.JS, Next.JS, Tailwind CSS, jQuery, Redux

Tools

Git, VS Code, Node.JS, Appwrite, Illustrator, Vim, LaTeX, Jira, Confluence

EXPERIENCE

University of Waterloo IST

May 2024 - Aug 2024

Service Desk Specialist

Waterloo, ON

- **Streamlined** workflow by resolving 50+ support requests weekly using Jira, improving resolution time by 25%.
- Demonstrated strong **communication** skills by simplifying complex technical concepts for end users, reducing follow-up inquiries by 40%.
- **Spearheaded** the redesign of IST's student rental system using Jira, enhancing user experience and operational efficiency by 30%.

Nettwerk Music Group

2021 - 2024

3D Generalist

Waterloo, ON

- **Created** over 50 captivating 3D animations using Blender for music videos, increasing audience engagement by 20%.
- **Elevated** visual appeal and narrative depth through meticulously crafted animations, contributing to multiple successful projects.
- Demonstrated excellent **time management** by consistently meeting tight deadlines, completing projects 15% ahead of schedule.

PROJECTS

JukeBox ||

- **Designed** and **implemented** a responsive social media platform for music reviews using React, enabling users to share, rate, and discover music.
- **Developed** and **integrated** core functionalities, including a dynamic review system, user authentication, and personalized recommendation algorithms, resulting in a 30% improvement in user engagement metrics.
- **Utilized** the Spotify API for seamless music discovery and Appwrite for database management and user authentication, ensuring a secure and user-friendly experience.

Ray Tracer ||

- **Developed** a C++ ray tracer, demonstrating advanced understanding of computer graphics principles and rendering algorithms.
- **Implemented** features such as ray-sphere and ray-plane intersections, reflection, refraction, and texture mapping.
- **Optimized** rendering pipeline performance with bounding boxes, achieving an 8x speedup in render efficiency.