

Work Experience

AR/VR Software Engineer (Co-op) Natural Resources Canada Summer 2016

- Created a prototype for an augmented reality data evaluation/risk assessment application
- Gained experience using Unity, Visual Studio, HoloLens SDK, as well as the HoloLens
- Gained experience designing and developing for an augmented reality platform and interacting with the development community as well as the HoloLens team
- Was the sole developer on the project, chose a platform/direction for the project

Business Systems Analyst (Co-op) Maximus Canada Summer/Fall 2015

- Developed business rules, business requirements, functional requirements, and use cases
- Developed tools to assist with various tasks, using Java
- Developed and reviewed test cases
- Gained experience with requirements gathering and design
- Gained experience using automated testing tools such as SilkTest

Java Software Developer (Co-op) DoubleJump Games Summer 2014

- Developed plugins for Minecraft, using Java
- Used development tools such as Git and Apache Maven
- Helped design mobile games and brainstorm new ideas
- Debugged/maintained software

Education

Bachelor of Computer Science University of Victoria 2012 - Present

Technical Skills

Programming Languages

- Java, JavaScript, C, C#, Assembly, Python, SQL, VHDL, CSS, HTML

Development Tools

- SVN, Git, GCC, GDB, Apache Maven, SilkTest

Operating Systems

- Linux (Ubuntu), Windows, Mac OS, iOS, Android

Computer programs

- AutoCAD, Maya, 3DS Max, Sony Vegas, Adobe Photoshop, Adobe After Effects, Unity