

## Work Experience

---

Full Stack Software Developer      Cloud Practice      April 2017 - Current

- Redesigned and heavily refactored an Angular application, applying best practices to both the front end and the back end
- Built and maintained a Rails web application that hooked into third party APIs such as MailChimp and various in-house APIs
- Added various features, bug fixes, and optimizations to a large-scale application

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

- Created a prototype for a mixed 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 - 2016

# Technical Skills

---

## Programming Languages

- Java, JavaScript, C, C#, Assembly, Python, SQL, CSS/SCSS, HTML

## Tools/Frameworks

- AngularJS, Rails, jQuery, NPM, Webpack, Gulp, Bootstrap, Git, Firebase, WordPress, HoloLens SDK, Apache Maven, SilkTest

## Operating Systems

- Linux (Ubuntu/Fedora/CentOS), Windows, Mac OS, iOS, Android

## Computer programs

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