

## Work Experience

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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

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Bachelor of Computer Science      University of Victoria      2012 - Present

## Technical Skills

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### Programming Languages

- Java, JavaScript, C, C#, Assembly, Python, SQL, 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