S/O

Shea Odland

S O F T W A R E   D E V E L O P E R

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A B O U T   M E

Whether it's developing helpful software for a business or fixing drainage issues for a homeowner, I take pride in providing everyone a solution to their unique needs.

With over a decade of experience in the landscaping industry and an education in Computer Science, my unique experience provides valuable perspective to employers and clients.

S K I L L S

Known Computer Languages include: Python, C, C#, Java, SQL, Dart, HTML, CSS;

Experienced in: Scum Agile Development, Flutter, Firebase, Unity, Relational Database Systems, NoSQL databases, Project Management, Leadership, Computer Drafting (AutoCAD, Dynascape, Sketchup), Design, Estimating, Budgeting, Inventory Management, Safety Management, Career Building, Recruiting, Equipment Operation

E D U C A T I O N

Bachelor of Computer Science

MacEwan University

2017-2020

Environmental Horticulture

Olds College

2009-2011

P R O J E C T S

Strikeplate - Flutter Developer

- Developed a mobile app for Android/iOS to make building access easier and more secure using NFC technology
- Integrated Firebase to take advantage of back-end services such as Cloud Functions and Firestore
- Primary languages: Dart, Typescript

Property Value Visualization - Java

- A Java program built for the purpose of visualizing and analyzing property value data for the City of Edmonton
- Incorporates Google Maps API to aid in key visualization features
- GUI built using JavaFX

When Worlds Collide - Videogame

- Touch table game developed for the Edmonton Public Library
- Developed in four months using the Scrum Agile framework
- Built with Unity with SQLite implemented for high scores
- Primary development language: C#

*Ask me how my landscape design philosophy can be applied to software development!