

PROFILE	I am a dedicated computer science student at Queen's University. I have broad experience in programming in many languages, on many platforms, much of it developed through personal projects. I am a problem solver and love to understand how things work. I am self motivated and love challenging projects. I am looking for a position that will challenge me and provide opportunities to extend my current skillset.	
EDUCATION	<i>Bachelor of Computing</i> Queen's University, Kingston, ON, Expected graduation in 2014	
COMPUTER SKILLS	<i>Languages:</i> Python, Javascript, Java, C++, Objective-C, C# <i>Skills:</i> Programming, Git, QA, Automation, etc. <i>Operating Systems:</i> Unix (Arch, NetBSD, Debian, Ubuntu), OSX, Windows	
EXPERIENCE	<i>Client App Developer Internship</i> Avaya Inc., 425 Legget Drive, Ottawa, ON, K2K 2W2	May - Dec 2012, Apr - Sept 2013
	<ul style="list-style-type: none">• Developed a framework for easily automating test cases and generating graphical reports for both iPad and desktop applications.• Tweaked code in Avaya's iPad Flare app to increase the accuracy of automated testing.• Skills: Python, Javascript, Objective-C, SIP.	
	<i>Game Programmer</i> Ravenous Games, Kingston, ON	Jan 2013 - Mar 2013
	<ul style="list-style-type: none">• Developed a game called Gravity Duck for iOS in Objective-C.• Successful release with an average rating of 4.5/5 stars and over 500 reviews.• Skills: Objective-C, Game Design.	
	<i>Direct Connect Hub Developer and Administrator</i> Queen's University, 99 University Ave, Kingston, ON, K7L 3N6	Sept 2010 - Jan 2013
	<ul style="list-style-type: none">• Developed and deployed the Direct Connect hub and accompanying website at Queen's University.• Interviewed and hired volunteers to help manage hundreds of users.• Skills: Lua, NMDC/ADC protocol, networking.	
	<i>Computer Science Teaching Assistant</i> Queen's University, 99 University Ave, Kingston, ON, K7L 3N6	Jan 2011 - May 2011
	<ul style="list-style-type: none">• Taught lectures and helped students in the lab and via email.• Responsible for administering tests and marking assignments.• Skills: Python, communication and presentation skills.	
	<i>Technical Support</i> Queen's University, 99 University Ave, Kingston, ON, K7L 3N6	Sept 2009 - May 2010
	<ul style="list-style-type: none">• Performed general troubleshooting duties for all computers within the AMS.• Built, set up and distributed workstations to offices.• Skills: Troubleshooting, networking.	

PERSONAL PROJECTS

All projects below (and more) available on GitHub: <https://github.com/pR0Ps>

Personal website

- Built using Pelican (a static site generator) with a custom-designed template.
- Automatically regenerates when new content is published.
- Live at <http://cmetcalfe.ca>

Qcumber

- A course calendar viewer for Queen's University written in Python.
- Gathers course information from the official site and displays it in a more pleasing manner, integrating extra features such as links to past exams, textbooks, etc.
- 25,000 unique visitors, and over 500,000 page views in its lifetime.
- Part of a 3-person core team.
- Live at <http://qcumber.ca>

LocationShare

- An Android application to share or save the current location.
- Minimal permissions (just GPS).
- Lightweight (under 100kb).

NetChatLink

- A chat channel linking bot coded in Delphi.
- Links messages across multiple chat protocols (ADC, NMDC, IRC).
- Controlled via an admin console or text commands.

ParticleStorm

- A colorful, fast-paced action game of manipulating gravity to destroy waves of incoming enemies.
- Drop particles, then manipulate gravity to smash them into enemies.
- Developed in C++ using OpenGL.

EXTRA-CURRICULAR ACTIVITIES

Hack Nights 2013-2014
Network Security Analysis Club 2013
Queen's Game Development Club Executive 2011, 2013
COMPSA Web Chair 2012
COMPSA Site Services Project Manager 2012
DECA U Director of IT 2012
Queen's Plug-and-Play Whitehat Network Executive 2010

REFERENCES

Available upon request