

RYAN MARTIN

2A Software Engineering Student

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SUMMARY OF QUALIFICATIONS

- Self-directed individual comfortable developing on both **Windows** and **Linux** operating systems
- Proficient in numerous programming languages and libraries, notably **C**, **C#**, **C++**, the **STL**, **Qt**, **SDL2** and familiar with **Java**, **Javascript**, **SQL** and **OpenGL**
- Experienced with Object Oriented Programming
- Strong teamwork and communication skills, demonstrated through past experience working as a snowboard instructor
- Competent with both **Git** and **Bazaar** version control

WORK EXPERIENCE

Software Engineer, Jamesway Incubator Company, Cambridge ON

May 2016 - Aug 2016

- Developed software to efficiently control and manage incubators and HVAC systems in hatcheries using **C++** and **Qt**
- Appropriately designed an intricate graphical user interface for Hatchcom 4 using various graphical design software such as **Inkscape**, **Photoshop**, and **paint.net**
- Utilized **SQL** to communicate with a database in order to store and load information pertaining to the incubators

Snowboard Instructor, Chicopee Ski Resort, Kitchener ON

Jan 2014 - Mar 2016

- Communicated with a team of instructors to collectively share knowledge of snowboarding to students
- Maintained and organized large groups of snowboarders in order to progress their skill level from beginner to advanced

RELEVANT PROJECTS

A* Pathfinding Implementation

- Studied the A* Pathfinding algorithm using online resources and designed a 3D implementation of the algorithm using **OpenGL**/**Freeglut** and **C++**

Billiards Locator

- Developed an Android application using **Java** and **Android Studio** which uses crowdsourcing to store locations of pool tables in an online database in order to show the best tables nearby

Open World Role-Playing Game

- Created and programmed assets using 3D modelling and animation tools alongside **Unity 3D Game Engine** to produce a large scale medieval themed video game using **C#**, including a complex graphical user interface

Super Snowboarding

- Designed and implemented a modular and endless-scrolling snowboarding game written in **C++** with the **SDL2** library

EDUCATION

University of Waterloo, Waterloo, ON

Sept 2015 – Present

Candidate for Bachelor of Software Engineering

Relevant Courses:

- *Data Abstraction and Implementation* – Implemented data structures using **C++** and gained experience with **STL**
- *Methods of Software Engineering* – Discussed software development techniques and covered various topics including how to succeed in a professional workplace environment.

EXTRA CURRICULARS

Hackathons and Competitions - Placed top 10% in 2015 Canadian Computing Competition and attended Hack the North 2016

University of Waterloo Intramurals – Participated in Hockey, Ultimate Frisbee, and Dodgeball intramural teams

Conrad Grebel University College – Orientation week leader and a member of the student leadership team