RYAN MARTIN

2B Software Engineering Student

Student ID:	20608425
Phone number:	519-500-6065
Email:	ra2marti@edu.uwaterloo.ca
Website:	ryan-martin.ca

SUMMARY

o Self-directed individual with a passion for taking on complex projects
o Strong teamwork and communication skills developed through experience as a software developer
o Always looking to learn new skills

SKILLS

o **Programming Languages:** C++, C, C#, Java, Lua, Ruby, Python, HTML, CSS, Javascript
o **Libraries/Technologies:** Qt, OpenGL, SDL2, SQLite, jQeury, Bootstrap, Git, Bazaar VCS, Firebase, Rails
o **Other:** Blender, Unity, Inkscape, Photoshop, Arduino

WORK EXPERIENCE

Backend Developer, Shopify, Montreal QC   Sept 2017 - Dec 2017
o Learned the essentials of web development using Ruby on Rails and applied those skills to implement features in Shopfiy used by hundreds of thousands of merchants.
o Worked with a team of developers to improve and maintain the pricing related components of Shopify

Software Developer, Autodesk Canada, Toronto ON   Jan 2017 - April 2017
o Collaborated with a team of developers to fulfill requests of a 3rd party for their 3D Printing Software
o Expanded knowledge of technologies such as C++, Lua, OpenGL, and Git in order to efficiently fix over 50 bugs and improve on multiple features

Software Engineer, Jamesway Incubator Company, Cambridge ON   May 2016 - Aug 2016
o Developed software to efficiently control and manage industrial incubator systems in hatcheries using C++, Qt, SQLite
o Appropriately designed an intricate graphical user interface for Hatchcom 4 using various graphical design software such as Inkscape, Photoshop, and paint.net

RELEVANT PROJECTS

BraceLit – *C++, Arduino, SDL2*
o Hack4Health Winner, wearable tech-bracelet which offers reminders for those afflicted with Alzheimer's or Dementia

SHARK Billiard Locator – *Java, Firebase*
o A mobile application utilizing crowd-sourcing in order to allow users locate and review pool tables nearest to them

A* Pathfinder – *C++, OpenGL*
o Studied the A* Pathfinding algorithm using online resources and designed an interactive 3D implementation

Medieval Magic – *C#, Unity, Blender, Photoshop*
o Developed a large-scale, open world medieval fantasy role-playing game utilizing various technologies and design software

EDUCATION

University of Waterloo - Candidate for Bachelor of Software Engineering   Sep 2015 – 2020
o **Courses:** Data Structures, Software Engineering Principles, Logic and Computation, Interpersonal Communication
o Web-master, orientation week leader, and a member of the student leadership team at Conrad Grebel University College
o Intramural hockey, dodgeball, Ultimate Frisbee, and soccer

HACKATHONS/COMPETITIONS

o Canadian Computing Competition 2015 (top 10%)
o Hack4Health 2016 winner
o Hack the North 2016 participant

INTERESTS

o Snowboarding, skateboarding, hockey
o Pool, guitar, video games
o *Programming!*