

Philip Michael

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A passionate developer that loves solving problems and innovating.

EDUCATION

CONCORDIA UNIVERSITY

BCompSci

Since Sept. 2015 | Montreal, QC

VANIER COLLEGE

DEP in CompSci

May 2015 | Montreal, QC

Quebec CEGEP Degree (DEP)

Computer Science Technology

PORTFOLIO

pmichael95.GitHub.io

RELEVANT COURSES

UNDERGRADUATE

Object Oriented Programming

Data Structures & Algorithms

Game Programming using Unity3D

Graphics Programming using OpenGL

Advanced Programming in C++

Design Patterns & Architecture

Operating Systems

Numerical Methods

CEGEP

Object Oriented Programming

Data Structures & Algorithms

Android Development

Web Development

Program Development in C#

.NET Programming

Networking & Network Protocols

SKILLS

- Java • C# • C++ • Unity3D
- JavaScript • PHP • SQL
- CSS • Python • NodeJS
- VB • Lisp • Prolog • OpenGL

LANGUAGES

English & French: **Written & Spoken**

Arabic: **Spoken**

EXPERIENCE

MERCK PHARMACEUTICALS | I.T. INTERN

January 2015 - May 2015 | Montreal, QC

- Worked with various programming languages (VB, C#, Java, Assembly, etc) to develop applications used by many departments.
- Developed a document generating MS Access application in VB for the Shipping department.
- Worked with the automation team to assist in programming functions for the assembly line and for feature addition.
- Developed several smaller-scale applications (in VB) for use in MS Office (i.e. Excel apps).
- Solved numerous hardware & software issues for staff on call.

IDEA CANADA INC. | CONTRACTUAL DEVELOPER & WEB ADMIN

May 2013 - December 2014 | Montreal, QC

- Created, maintained, and updated the company's original website.
- Worked on a contractual basis to develop new features for the website.
- Assisted in marketing, sales, and customer service.
- Assisted in technical support, which included hardware & software support.

PROJECTS

PROCEDURALLY GENERATED 3D ART GALLERY (PUBLIC)

Created a procedurally generated OpenGL Art Gallery.

Features randomly generated paintings, benches, pedestals with abstract random super shapes, and more.

The gallery also handles collisions, lighting and shading, textures, procedural random room generation, and audio effects.

Uses: C++, C

PANDEMIC! BOARD GAME (PUBLIC)

Created a fully functional rendition of the popular board game Pandemic!

Used various design patterns, such as: Command, Strategy, Observer, and Factory.

The game is fully playable with map display and player views, turn functionality, cards and decks, and more.

Uses: C++

SLACK READ RECEIPTS (PRIVATE)

Developed a Slack tool that handles read receipt functionality.

The tool processes messages in each channel and adds the 'Eye' emoticon to the most recently seen message for every member.

Uses: NodeJS, TypeScript, MongoDB

TECHEXPRESS (PUBLIC)

Created a fully functional Web Shop for various technology goods.

The shop features several pages, a search option, category filtering, history tracking (breadcrumbs), session login, and an admin panel, all with beautiful design.

Uses: HTML, CSS, Javascript, PHP