Philip Michael

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A passionate developer that loves solving problems and innovating.

EDUCATION

CONCORDIA UNIVERSITY
Bachelor of Computer Science
September 2015 - May 2018

VANIER COLLEGE
DEP in Computer Science
Graduated May 2015

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 • OpenGL • SQL
- JavaScript • TypeScript • PHP
- NodeJS • MongoDB • .NET

LANGUAGES

English & French: **Bilingual**
Arabic: **Spoken Only**

REFERENCES

Provided upon request.

EXPERIENCE

MERCK PHARMACEUTICALS | I.T. Intern
January 2015 - May 2015 | Montreal, QC
- Worked with various languages (VisualBasic, C#, Java, Assembly, etc) to create applications used by many departments.
- Developed a document generating MS Access application in VisualBasic for the shipping department.
- Worked with the automations team to assist in programming for the assembly line.
- Developed several smaller-scale applications for every day use by several departments.
- 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 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, 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 read message for every member.
It is currently in beta at SlackReadIt.com
Uses: TypeScript, MongoDB, C#, .NET

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.
Uses: HTML, CSS, Javascript, PHP