# 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
Created a procedurally generated OpenGL Art Gallery.
Features randomly generated paintings, benches, pedestals with abstract and randomly created super shapes, and more.
The gallery also handles collisions, lighting and shading, textures, procedural random room generation, and audio effects.
**Languages Used:** C++, C

### PANDEMIC! BOARD GAME
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.
**Languages Used:** C++

### IDEA CANADA CONTROL PANEL
Created a comprehensive and fully functional Web Control Panel.
This allows for content management, statistical data presentation, and database operations to be performed with ease through intuitive interfaces.
**Languages Used:** HTML, CSS, Javascript, Python

### TECHEXPRESS
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 a shopping cart, all with beautiful design.
**Languages Used:** HTML, CSS, Javascript, PHP