Overview

I am a Junior Developer and Systems Engineer with an interest in developing new and exciting products and services.

Experience

Pason Systems, Calgary Alberta

Web Application Developer - May 2011 To December 2011

- Worked primarily on Sustaining and Mainline tasks in support of the DataHub Web Application.
- Worked mostly in the Data, Business, and Infrastructure Domains.
- Worked with modern Python and legacy C code.
- Dealt with distributed systems, messaging services, Pylons MVC & MySQL.
- Worked on a distributed team across several offices.

Athabasca University, Edmonton Alberta

NSERC-USGRA Software Developer - May 2010 To August 2010

- Developed Adaptive eLearning platform for course delivery
- Designed & Implemented Web App using Google Web Toolkit
- Responsible for managing and documenting the project as well as maintaining development servers
- Designed 3D Models in Blender for use in virtual environment

Alberta Computers For Schools, Edmonton Alberta

Computer Repair Technician - May 2009 To August 2009

- Received, Repaired, Tested and Shipped donated Computer Systems
- Used Norton Ghost to deploy Windows Software
- Updated Alberta CFS Website

Skills

Languages

Technologies

Pylons MVC, IMQ, Google Web Toolkit, FPGA Integrated Systems, Cadence CAD Tools, Git, SVN.

Operating Systems

Well versed in Linux/Unix programming principles. uC/OS-I & uC/OS-II integrated systems.

Volunteer Experience

Engineering Students' Society

Vice President Student Services - April 2010 - April 2011

- Responsible for all Events and Services offered by the ESS
- Manage approx. 20 Associate VPs and Coordinators to complete job
- Attend external events across Canada to work with other Engineering Schools

Computer Engineering Club

President - Apr, 2009 - Apr, 2010

- Responsible for day-to-day operations of the club
- Represented all Computer Engineering Students to ESS, Faculty, Community
- Organized Engineering Week Efforts

Education

University of Alberta

Computer Engineering - Class of 2012