

Summary of Qualifications

- Two years experience working in the software industry after earning a Bachelor of Software Engineering degree.
- Practical experience with C#, Java, PHP, Javascript, HTML, CSS and always looking for ways to learn others.
- Comfortable with interacting closely with clients to collect requirements and feedback.
- Passionate about creating software experiences and solutions that exceed the expectations of the core function.

Work Experience

Brock Solutions

May 2011 - September 2011
May 2012 - Present

Software Engineer

- Design and develop custom software for automated manufacturing conveyance and production systems.
- Leverage C# .Net, Sql Server, and third party tools to develop a central web application that is used to schedule orders, track hundreds of operations per minute, and drive automated equipment for six large remote manufacturing facilities.
- Work closely with clients to demonstrate functionality, collect feedback, and discuss user needs.
- Responsible for providing support for live software across multiple client sites.

IBM Canada

June 2010 - January 2011

Associate Automation Developer

- Worked in a multi-disciplinary team to provide quality assurance support for the Change Data Capture product. A database replication utility.
- Used critical thinking to track down, report issues, and oversee completion.
- Effectively managed time by creating detailed testing plans and outlines which helped in always meeting tight deadlines.
- Gained experience in automated software testing through the use of regression analysis tools and developing many automated test cases.

Carillion Canada

April 2008 - September 2008
April 2009 - September 2009
April 2010 - June 2010

IT Support Technician

- Worked independently and in a team of five to provide technical support to a Microsoft Windows server and desktop environments.
- Took initiative devised a better solution for deploying a large number of computers which allowed us to meet a tight deadline and saved the company money.
- Gained knowledge of scripting and automation from being tasked with creating scripts to automate IT tasks and increase productivity.

Education

McMaster University

September 2007 - April 2012

Software Engineering and Game Design

- Taught the fundamentals of engineering and how it relates to design, implementation, and ongoing maintenance of software systems.
- Was placed on the Deans List for academic excellence.
- Followed a detailed design process in a team of four to create a functioning real time strategy game as a capstone project. Our game claimed first place out of the five competing submissions.
- Implementation and testing leader in a team of five; creating a fully functioning peer to peer chat program with integrated mathematical solving capabilities written in Java.

Personal Projects

Readsy

- A custom Google Chrome extension that allows the user to speed read any block of text by double clicking it. The custom interface helps eliminate subvocalization of the words by the reader.
- Published in the Chrome Web Store and available to download now.
- Written using Javascript, HTML, and CSS.

HashTracker (Not yet published)

- A tool to easily track time using a natural language interface through the use of hashtags and other special character tags to categorize the tasks for later analytics.
- The data collected can be used to analyze any number of custom metrics over any given time frame.
- Written using PHP, MySql, HTML, and CSS.

Giftology

- A tool for generating gift exchange pairings with the ability to set restrictions on the matches.
- Written using PHP, MySQL, HTML and CSS.

Technologies

- Experienced using Visual Studio, C# .Net, Java, PHP, SQL, Javascript, HTML, CSS.
- Familiar with, Python, OCaml, Perl, C++, C, Objective C.
- Windows, OS X, Linux.

Hobbies

- Bicycling - Displayed commitment by training and cycling 100 miles (161km) in 6.5 hours.
- Weightlifting - Used intermediate goals as a tool to reach my larger goal of a 405 pound squat.
- Photography - Demonstrate eagerness to learn through self teaching the basics of photography.