Robert Greenan

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TECHNICAL SKILLS

Languages: Javascript, Python, C/C++, C#, Java, HTML/CSS, Kotlin, GDScript.
Frameworks: React, Typescript, Node.js, Material-UI, Leaflet, Cypress, Pytest.
Developer Tools: Git, VS Code, Visual Studio, Android Studio, Godot.

EXPERIENCE

Contract Software Engineer   Feb 2024 – Sep 2024
Spatial One   *Fredericton, NB*
- Developed **automated excel readers** in **C#** in order to parse insurance data from various insurance companies.
- Constructed a PDF formatter that would convert parsed data into easily readable insurance reports.
- Implemented a series of parameterized tests to ensure the accuracy of all data parsing and conversion steps.

Software Engineer Co-op   Sep 2022 - May 2023
Sonrai Security   *Fredericton, NB*
- Fully automated the deployment process of security tools to **AWS**, **Azure** and **GCP** using **Python** and **Pytest**.
- Leveraged cloud developer APIs to seamlessly integrate the automated deployment process into their services.
- Reduced the deployment process by **50%** by converting the multi-hour testing process to a completely automated task.

Software Engineer Co-op   Jan 2021 - Aug 2021
Terris Earth Intelligence   *Fredericton, NB*
- Fully modularized custom **React** code into a library of reusable components in order to improve clarity.
- Integrated **Leaflet** into the application, **constructing custom tools** in order to perform area selection for spacial imagery.
- Added **Cypress** tests in order to cover all expect test conditions to ensure product quality and security.

PROJECTS - SEE MY GITHUB REPOSITORY

Pirate Game Jam 15 | *Individual* | *Godot, Aseprite, Audacity*   Jul 2024 - Jul 2024
- Constructed a game with the themes Shadows and Alchemy using Godot Engine within a two week period.
- Enhanced skills related to game design and understanding of the physics engine, as well as artistic capabilities.
- Received a score of **19/20** over 4 judging categories (Playability, Cleverness, Theme, Artistic Style).

Godot Games | *Individual* | *Godot, Aseprite*   May 2024 - Present
- A collection of games used to gain experience with the Godot Engine, game design and programming methodologies.

House Price Predictor | *Project Manager, Front End* | *React, Leaflet, MUI, Python, Scikit-Learn*   Sep 2023 - Apr 2024
- A client-server application constructed for the Senior Design Project at the University of New Brunswick to predict house prices based on house features. Obtained an **average difference of 16.6%** from the actual price point.
- React and Leaflet were used to create an user interface where house selection or feature specification could take place.
- Python and Scikit-Learn enabled the constructing and training of a **Random Forest Regression** AI Model.

Steam Profile Viewer | *Individual* | *React, NodeJS, MUI*   Sept 2021 - Jan 2022
- Web application that utilized Steam's Developer API to extract profile information to display achievement focused data.

EDUCATION

University of New Brunswick   Fredericton, NB
Bachelor's of Software Engineering   *Sep 2019 – May 2024*
President's Scholarship | Dean's List | 4.0 GPA

AWARDS & DISTINCTIONS

House Price Predictor @ UNB: Senior Design Best Technical Project (2024)
Kinkora Regional High School: Athlete of The Year (2018 & 2019), Governor General Medal (2019)
Skills PEI - Robotics: Gold Medalist & Provincial Representative for Skills Canada (2018 & 2019)