Richard Sage

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EDUCATION	**Dalhousie University**, Halifax, Nova Scotia, Canada

Bachelor of Computer Science with Graphics, Gaming, and Media   Sep 2012 – May 2016

Winston Churchill High School, Potomac, Maryland, USA   Aug 2008 – Jun 2012

ACADEMIC HONORS & AWARDS

AP Scholar   2011
For achieving a score of 4 or 5 (out of 5) on three AP exams.

Seymour Schulich Scholarship, Dalhousie University   2012
Prestigious scholarship awarded to a select few Computer Science students each year at Dalhousie University.

PROJECTS

DVMax, Pelican Engineering   Apr 2018 – Present
Working on a Cloud project using ExtJS, collaborating with 2 other developers, along with designers and QA.

Waggle, Pelican Engineering   Oct 2017 – Apr 2018
Worked on a website using Meteor and React to create a crowd-funding platform for pets that need medical procedures done. waggle.org

Solitarius, Side project   Ongoing
Currently working with a group of people to make a 2D top-down shooter space game in Unity.

Cult Tycoon, Side project   Ongoing
Currently working with a group to make a Tycoon style game with a twist, using Unity.

Rythym Tap, Dalhousie University   Feb 2016 – Apr 2016
Worked with a group to create an iOS game using Swift where the player must tap the screen to the beat of a song.

Superior Dive Sites, Dalhousie University   Jan 2015 – Apr 2015
Worked as the leader of a group of students for the Community Outreach course at Dalhousie University to build a website using the Drupal CMS. We worked with the client to figure out the requirements, and then fully constructed the website during the semester. superiordivesites.com

Bella And the Grimoire, Dalhousie University   Sep 2014 – Dec 2014
Worked with a group to create a game using the Unity3D engine. 3rd person platformer with a focus on story.

Promotions Manager, ABM Integrated Solutions   Apr 2014 – Aug 2014
Took project from design phase to beta testing phase under Agile development. Add-on to existing Point-of-Sale system, "Promotions Manager."

Game #1067, Dalhousie University   Jan 2014 – Apr 2014
Created a location based game with 3 other students, using JavaScript, PHP, MySQL, and other technologies to implement, which received a grade of A.

VOLUNTEER

Dalhousie Computer Science Society, Dalhousie University
President   Sep 2014 – May 2016
Responsible for overseeing all operations of the Society and representing the Society as head of the Executive.

H.O.S.T.S Tutor, Winston Churchill High School   Sep 2011 – Jun 2012
Provided assistance to students in a programming 1 course with programs, which resulted in the students having a greater understanding of the course material.

WORK EXPERIENCE

Software Developer, Pelican Engineering, Halifax   Sep 2016 – Present
Working on projects in React Native, React, and ExtJS

Co-op Student, Medusa Medical Technologies, Halifax   May 2015 – Dec 2015
Writing SQL scripts to be delivered to clients.
Developing internal tools in C# and Visual Basic 6.

Bar Manager, Dalhousie Computer Science Society, Halifax   Sep 2014 – May 2015
Responsible for hiring, training, and managing 5 bartenders.
Keep track of inventory before and after each event, placing orders when necessary.

Teaching Assistant, Dalhousie University, Halifax   Jan 2014 – May 2015
Responsible for 3 hours per week lab time with students, and grading some number of labs every week depending on class size, plus weekly meetings with the professor(s).

Co-op Student, ABM Integrated Solutions, Dartmouth
Point-of-Sale Team   Apr 2014 – Aug 2014
Developed add-on for existing Market^2 software, start to finish, to create and edit promotions for the point-of-sale system.
Worked in Agile development style, with weekly updates to supervisor, and bi-monthly presentations to POS team.

SKILLS

Game Engines

Unity3D, Unreal Engine 4, Game Maker Studio

Programming

Extensive Java, JavaScript, JavaScript Frameworks (React, React Native, Meteor), Sencha Training in ExtJS and related work experience, Some LaTeX, MATLAB, C, C++, C# / .NET, WPF / Windows Forms Applications, MySQL / Microsoft SQL Server, MongoDB, Visual Basic 6, PHP, HTML, CSS, Swift, Unix / Bash, OpenGL, Very limited Python

Technical

Microsoft Office: Extensive Word and PowerPoint, limited Excel and Outlook
Operating Systems: Extensive experience working with Windows XP/7/8/8.1/10, Experience with Mac OSX and Unix based systems

Non-technical

Customer Service: Experience interacting with customers one-on-one or in groups of varying size.
Teamwork: Many experiences working with groups for school, sports, and work.
Communication: Have written technical documents for programs and completed multiple 15+ page work term reports.
Agile: Developed a project from design to beta testing under Agile development principles. Also worked in a small team with a Scrum Master.
Leadership: Managed 5 employees as Bar Manager and lead the Computer Science Society as President.
Event Organization and Management: Responsible for organizing and running Geek Films and Dal CSS Game Jams as President of the Dal CSS.

INTERESTS   Soccer, Lacrosse, Cross Country Running, Hiking, Game Design and Development, Guitar.

REFERENCES   References available upon request.