

EDUCATION

Queen's University

Electrical Engineering

2010-2014

Lighthouse Labs

Web Development Bootcamp February

2016

SUMMARY

A front-end Web Developer with a background in electrical engineering who loves design and problem solving. Always looking to learn new programming languages, libraries and frameworks to design beautiful and functional web apps. Looking to continue improving in all aspects of web development.

SKILLS

LANGUAGES: HTML/CSS, JavaScript, Ruby, SQL, Java

FRAMEWORKS: AngularJS, Ruby on Rails, Bootstrap

OTHER: Git, Photoshop, Illustrator, Microsoft Office, WordPress, JQuery, Docker, Vagrant, JIRA

EMPLOYMENT

C-MOTION

Intern

Kingston, ON
Jun 2011 to Aug 2012

- Tested motion capture software and code libraries(C++)
- Assisted with user interface design
- Wrote software documentation and moved documentation to Wiki

QUEEN'S UNIVERSITY

Volunteer Assistant

Kingston, ON
Jun 2013 to Aug 2013

- Tested and developed 2nd year electrical engineering laboratories

QUEST: QUEEN'S UNIVERSITY EXPERIMENTAL SUSTAINABILITY TEAM

Website Coordinator

Kingston, ON
Jan 2014 to Apr 2015

- Designed and launched WordPress website
- Communicated with project managers to keep site content updated

REWARDSTREAM INC.

Junior Software Developer

Vancouver, BC
May 2016 to Sep 2017

- Researched, designed and implemented client onboarding tool
- Updated Shopify, Magento and WooCommerce extensions to support new features
- Implemented Analytics tool(Periscope) with SQL queries
- Upgraded client management portal PHP code to SPA using AngularJS
- Identified, triaged and fixed bugs on backend, user-facing and client-facing product

PROJECTS

CAMERON SPARLING PHOTOGRAPHY

Worked with client to design and launch photography business website. Built with AngularJS.

SYNCLINE - LIGHTHOUSE LABS

- A tool aimed at geotechnical engineers to streamline the process of collecting and reviewing site investigation information. Built with Ruby on Rails, Postgres/SQLite, JQuery, Mapbox

ELECTRICAL ENGINEERING DESIGN PROJECT: CONTROLLING A SPEECH SYNTHESIZER THROUGH GESTURE RECOGNITION

- Worked with group and project supervisor to research, design, build and test hardware and software system to allow quadriplegics to enter and speak text with eye gestures
- Primarily responsible for designing and programming user interface in Java
- Created hardware prototype and programmed microcontroller
- Created project website to share synthesizer design and source code