

Seth Climenhaga

705-571-1633 | sethclim@gmail.com | linkedin.com/in/sethclim | github.com/sethclim | sethclimenhaga.com

SKILLS

Languages: Kotlin, Swift, JavaScript, Python, C#, C++

Technology: React, AWS, Node.js, Docker

Databases: SQL, MongoDB, Room, CoreData

Tools: Git, Jira, VSCode, IntelliJ IDEA

WORK EXPERIENCE

Full Stack Developer Intern | SampleHouse

Remote, USA | Aug, 2021 - Dec, 2021

- Redesigned frontend written in React to a modern clean design to present to investors.
- Implemented waveform player to preview audio samples and tooling to generate the waveform data.
- Worked on payment system and analytics integrations.

Full Stack Developer Intern | Playerverse

Remote, USA | May, 2021 - Dec, 2021

- Added features to a food delivery platform with React and Laravel.
- Extended features of a commercial sales and agent dashboard plugin suite for WordPress to free the administration from manually assigning orders, to a system where agents could self-assign.

PROJECTS

Graph App

React, .Net, Docker, Mongo, Canvas API

- Built a graphing interface on top of the canvas API to allow for freehand graphs and straight lines
- Created a backend rest service to authenticate users and save graphs.
- **Resulted:** In a web based graphing program to sketch graphs for professors who don't want an equation generated graph.

<https://github.com/sethclim/graph-app>

Venus Bug Tracker

React.JS, ASP.NET, SQL, NUnit

- Implemented a backend server that handled all network requests, and stored project and ticket objects.
- Designed an efficient frontend interface to manage tickets and users in a project
- **Resulted:** in a production ready bug tracker that could be used to manage a project.

<https://github.com/sethclim/Venus>

Scales App

Android, iOS, KotlinMultiPlatform, Koin, SQL

- Programed logic to generate custom practice routines based on user inputs
- Created database to store practice routines and practice stats
- **Resulted:** in an app that generates custom practice routines and tracks personal practice metrics

github.com/sethclim/scales_app

Illu

C#, Unity, Steam API, Mirror

- Setup a networking solution and interfaced with Steam API to support networked multiplayer game play
- Developed audio system to manage all audio events and triggers as well as reactively manipulate sounds
- **Resulted:** in a playable mvp with excellent architecture that will be used to finish a releasable game

github.com/simeonis/Illu

EDUCATION

BMus Honours Composition | Wilfrid Laurier University

Waterloo ON | April, 2018

Additional Computer Science Courses | Sheridan College

Oakville ON | April, 2022

Coursework: Data Structures and Algorithms; Operating Systems; Computer Security; Advanced Wireless Networking; Advanced Mobile Development (Android and iOS); Web Development; Linear Algebra; Statistics; Human Computer Interaction; Software Architecture and Design; Enterprise Software