

FULL STACK WEB DEVELOPER · SOFTWARE ENGINEERING STUDENT

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Objective_

To obtain a Software Engineering position in an environment that makes use of my extensive development experience while allowing me to be exposed to new programming languages, technologies and processes.

Skills

Languages

Bash, C/C#/C++, CSS, HTML, Java, JavaScript, ¡Query, JSON, JSP, LaTeX, Markdown, MIPS, SQL, Verilog, WebObjects, XML

Tools

Ant, Apache, Atlassian Jira/Fisheye/Confluence, Axis2, Docker, Grunt, JUnit, Maven, Tomcat, Unity Game Engine

Education & Awards

Bachelor of Engineering, Specialized Honours in Software Engineering

Toronto, Canada Expected Apr. 2017

YORK UNIVERSITY

- 2016 PEO York Chapter Prize (\$1000) Engineering Capstone Project with greatest commercial potential. Placed second overall across all Engineering disciplines as **Project Manager**.
- 2015-16 Royal Bank Fund (\$2500) Single receipient for the Faculty of Lassonde based on academic merit (6.0+ GPA).
- 2013 Murphy's Cup Led a team in designing and building a robot to autonomously navigate an obstacle course.

Relevant Courses

Advanced Software Engineering, Applied Cryptography, Building E-Commerce Systems, Computer Network Protocols, Control Systems, Digital Logic Design, Design and Analysis of Algorithms, Embedded Systems, Engineering Project, Mission-Critical Systems, Operating System Design, Software Engineering Testing, System Specification and Refinement

Professional Experience

Computer Programmer (Java, jQuery, SQL, Bootstrap, Linux)

Toronto, Canada

STUDENT INFORMATION SYSTEMS, UIT, YORK UNIVERSITY

Aug. 2014 - Present

- Working as part of a team converting staff applications from C++/Visual Prolog to jQuery web applications.
- Made use of Java + JDBC, SOAP, and Axis2 to automate validation of student data with government webservice.
- Introduced team to git-svn integration, and helped to migrate svn repositories to git.
- Using **SQL** to create/modify procedures, functions, tables and reports.
- Modify and maintain open-source **jQuery plugins/libraries** adjusted for use with in-house web applications.
- Converted XML Student Information System website into responsive mobile-friendly website using **Bootstrap**.

Helpdesk Assistant (Customer Service, IT)

Toronto, Canada

CLIENT SERVICES, UIT, YORK UNIVERSITY

Aug. 2013 - Aug. 2014

- Provided front-line support for computer, network and account management to students and faculty through phone, online chat and in person.
- Used problem solving skills and critical thinking to diagnose and fix email, software and virtualization issues with clients' computers on a variety of operating systems.

Related Projects

Migration of Staff Applications to Web (Apache, Ant, jQuery, Java, JSON, SQL)
RECREATION OF C++/VISUAL PROLOG APPLICATIONS IN JQUERY

Student Information Systems

Mar. 2015 - Present

- Recreated Visual Prolog program in jQuery. Created JSON feeds and SQL procedures for CRUD using WebObjects
 server and Oracle 11g database. Created AJAX caching mechanism to improve application responsivness significantly.
- Helped automate code conversion of **C++** programs to MVC **jQuery** web applications.
- Made use of, and contributed to, Google Closure Compiler.

Student Information Systems Website (Bootstrap, jQuery, JSON, SQL, XML)

Student Information Systems
Nov. 2016 - Dec. 2016

MOBILE-FRIENDLY RECREATION OF XML-BASED WEBSITE

- Recreated XML-based Student Information Systems website, into a **Twitter Bootstrap**-based responsive website.
- Stored application directory data in database for easy maintenance across production and development environments. Loaded data through **jQuery & Ajax**, using statically generated **JSON** as fallback measure.

Engineering Capstone Project (C#, JavaScript, Project Management, Unity)

ENG 4000 - **Grade: A**

THERAPEUTIC/EDUCATIONAL VIRTUAL REALITY APPLICATION FOR LOW MOBILITY USERS

Sep. 2015 - Apr. 2016

- Elected Project Manager, delegated tasks, applied **Agile Development methodology** with weekly **SCRUM meetings** and **iterative development** of prototypes. Prepared numerous reports totalling 60+ pages with *an average grade of A.*
- Used C#, JavaScript and Unity Engine API to design and implement VR-friendly UI, as well as all player actions.
- Created Oculus Rift & Google Cardboard demos on Windows, macOS and Android, all with controller support.

Mom and Pop Books (Bootstrap, Docker, jQuery, JSON, JSP, SQL, Tomcat)

EECS 4413 - Grade: B+

FUNCTIONAL ONLINE STOREFRONT IN DOCKER CONTAINERS

Sep. 2015 - Dec. 2015

- Created online storefront in **Bootstrap** with the ability to view, search, filter, and add reviews for books utilizing **JSP** (**Tomcat**) and **MySQL** deployed using **Docker** containers.
- Used **Sessions** to allow for registration, login, cart and purchase functionality, as well as **access control** for regular visitors, administrators and partners (sellers).
- Made use of **Filters & Listeners** to track views, purchases and searches, compiled into administrator reports. Created **SOAP** and **REST** entry points to allow partners to programatically search the store.

OEN (Ontario Education Number) Web Service (Axis2/SOAP, Java + JDBC, SQL)

Student Information Systems

JAVA APPLICATION TO VALIDATE STUDENT INFORMATION USING WEB SERVICE

Jan. 2015 - Mar. 2015

- Developed a **Java** application to systematically verify government student data against university data.
- Implemented functionality to intelligently retry failed validations with different combinations of student information, resulting in >95% of students validating automatically.

GPAC - Grade Point Average Calculator (SQL)

Student Information Systems

MODIFICATION OF SQL PROCEDURE TO INCREASE ROBUSTNESS

Oct. 2014 - Dec. 2014

- Modified an **SQL procedure** that calculates normalized York GPAs, to handle institutions that do not comply with formatting standards for electronic document transfers.
- Project resulted in sub-second response time and automatic handling of **99.5% of applicants in 25/26 institutions**.