

Paul McDonald

CONTACT INFORMATION	Calgary, AB Canada	+1-403-473-5805 paul.mcdonald@tutanota.com github.com/sirpaulmcd
LANGUAGES	Python, Java, JavaScript, C#, C++	
PROFESSIONAL EXPERIENCE	 Software Engineering Intern Aranite	05.2020 - 08.2020 Calgary, AB
	<ul style="list-style-type: none">Implemented video streaming using Jitsi for a commercial online learning platform.Worked remotely as part of an agile development team using Git/GitHub management tools.Developed responsive user interfaces using React/Typescript to extend JupyterLab.Utilized HTML and CSS to establish clean, modern webpages.Constructed Django REST API models and endpoints to facilitate front end requirements.	
	 Content Development Teaching Assistant University of Calgary	07.2020 - 09.2020 Calgary, AB
	<ul style="list-style-type: none">Produced comprehensive, introductory Python programming coursework for over 800 first year engineering students. Including beginner-friendly Git resources for new programmers.	
EDUCATION	 Project Engineering Intern Syncrude Canada Ltd.	05.2017 - 05.2018 Calgary, AB
	<ul style="list-style-type: none">Developed estimates for multimillion dollar projects using industry benchmarking techniques.Established scope of pipeline replacement for various processing plants.Interpreted probable causes for accelerated corrosion cases.	
	 MSc in Software Engineering University of Calgary	2019 - Present Calgary, AB
	<ul style="list-style-type: none">GPA: 4.0Coursework: Object Oriented Software Engineering, Data Engineering, Data Structures and Algorithms, Database Design, Large Scale Data Analytics Systems (Big Data), Machine Learning, Data Mining, Dependability and Reliability of Software Systems (Testing), Software Requirement Analysis, Software Design and Architecture with SOLID Principles, Innovation and Entrepreneurship	
PROJECTS	 BSc in Mechanical Engineering University of Saskatchewan	2014 - 2019 Saskatoon, SK
	<ul style="list-style-type: none">Average: 81%	
	Unity 3D Video Game	2019-Present
	<ul style="list-style-type: none">Project manager and collaborative C# developer for a cooperative dungeon crawler game created using the Unity Game Engine.Implemented game mechanics, management systems, and user interfaces employing popular design patterns from the book "Game Programming Patterns".In addition to programming, contributed to game design, art, and sound design.	
TECHNICAL SKILLS	Client-Server TicTacToe Game	2020
	<ul style="list-style-type: none">Created a TicTacToe game in Java with a client-server, MVC architecture.When hosted on AWS, allows multiple users to face off in the ancient art of TicTacToe.	
	Specialties: Object Oriented Software Development, Web Application Development, Data Engineering, Machine Learning, Game Development	
	Technologies: React, Django, SQL, Git, Postman, AWS, Scikit-learn, TensorFlow, Pandas, NumPy, BeautifulSoup, Minesweeper, Apache Spark, Hadoop, Unity (Game Engine), Figma, HTML, CSS, LaTeX, Markdown	