Christopher Petrone

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OBJECTIVE

Computer science graduate pursuing a career in geographic information systems & remote sensing.

EDUCATION

BSc Computer Science & Psychology
University of Victoria - 2023
- Dean's list (2022, 2023) & Graduation with Honours
- Data Science & Visualization, Computer Networking, HCI & UI Design

Certification - *Mapping with Drones*
University of Victoria - 2024
- Courses: GIS Skills & Mapping, Mapping with Drones I/II
- Drone flight, planning & mapping, photogrammetry and volumetric-analysis, 2D and 3D feature extraction
- Map making & digitization, queries & overlays, statistical analysis – QGIS & GaiaGPS

WORK EXPERIENCE

Poplar Grove Winery   **Summer 2023**
Wine Tasting Associate - Penticton, BC
- Fast-paced high-traffic customer facing position involving both sales and tastings

Smart Nora Inc.   **Spring 2021**
Software & Data Engineer Co-Op   *(Remote) Toronto, ON*
- Data collection & engineering, exploratory data analysis
- Weekly report generation & design of in-house information dashboard

SKILLS

Software & Tools: git, AWS, QGIS, ESRI, WebODM
Technical Skills: Drone photogrammetry, Full-stack Development, HCI/UI Design, Data Science & Visualization
Programming Languages: Python, C#, JavaScript, HTML, CSS, SQL
Frameworks: React, Node.js, Unity, D3.js, Pandas, GeoPandas, Django

PROJECTS

TreeMap BC - Spring 2024 (React, Python)
- Gathered and combined data sources from BC Open Data Catalog
- EDA, processing and preparation of data models (Python)
- Interactive dashboard to explore conglomerated data throughout BC (React, JavaScript)

DevXP – Spring 2022 (React, Node.js, Terraform, GCP)
- Full stack Typescript development on "Infrastructure as a Service" application & CI/CD pipeline
- Node.js backend, SQL scripting, React frontend; Cloud hosting on GCP

InfoVis Interactive Visualization – Fall 2022 (React, D3.js, Python)
- Built interactive D3.js visualizations of data analysis of housing data for Victoria, BC.
- EDA and data engineering in Pandas (Python)

Immersive Virtual Experiences for Psychology – Capstone Project, Fall 2022 (Unity3D, C#)
- Exploring immersive virtual environments as a tool to study visual perception
- Unity 3D VR application with embedded 2D and 3D optical illusions and other visual phenomena

Soundboy – Fall 2021 (React, Node.js, Typescript, Python, Tensorflow)
- Trained & deployed a Tensorflow model to classify audio samples (Python, Keras, TensorFlow)
- Electron application to facilitate library upload and ML model deployment (React, Node, Electron)