

John Doe

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EDUCATION

University of Waterloo	December 2023
<i>Bachelor of Science in Computer Science</i>	<i>Current GPA: 3.5/4.0</i>
Marianopolis College	June 2019
<i>Diplôme d'études Collégiales in Pure and Applied Sciences</i>	<i>GPA: 3.8/4.0</i>
Centennial Regional High School	June 2017
	<i>GPA: 3.9/4.0</i>

RELEVANT COURSEWORK

Courses: Intro to Programming, Object-Oriented Programming, Data Structures, Design Patterns, Operating Systems, Calculus, Linear Algebra, Probability and Statistics, Intro to Game Design, Agile Software Management, Software Specification and Analysis, Computer Interfaces, Human Computer Interaction (in progress), Computer Networks (in progress), etc.

SKILLS

Languages: TypeScript/JavaScript, Java, C#, C/C++, , HTML/CSS, L^AT_EX

Tools: Unity, IntelliJ IDEA, WebStorm, Rider, Unix Shell

Frameworks: React, Next.js, Node.js, Express.js, Spring, JUnit, Selenium

PROJECTS

Metalworks <i>TypeScript, React, Node.js, Express.js, HTML/CSS, Git, WebStorm</i>	February 2023 – Present
<ul style="list-style-type: none">Developed a full-stack web application for easy FoundryVTT hosting on DigitalOceanExperimented with DigitalOcean API's OAuth Access Tokens to manage droplet instances and snapshotsOptimized UX, bought domain name, making documentation	
Strawgolem <i>Java, Maven, Fabric API, Git, IntelliJ IDEA</i>	June 2021 – Present
<ul style="list-style-type: none">Developed a Minecraft mod for Forge and Fabric to add a farming golemEmployed data structures such as OctTrees and Priority Queues to implement a crop index and scheduling libraryEmployed knowledge of game design, optimizing UX, sounds, etc.	

EXPERIENCE

Vivid Seats <i>Software Engineer</i>	January 2023 - August 2023
<ul style="list-style-type: none">Developed full-stack web and mobile applications using React, React Native, Express.jsResearched and implemented consumer auth in React Native with Amazon Cognito and AWS AmplifyImplement frontend features such as user geolocation on the web application using React	
Lifion by ADP <i>Software Engineer</i>	May 2022 – August 2022
<ul style="list-style-type: none">Developed frontend web applications using React and Redux	
Bunch.live <i>Game Developer</i>	September 2021 – December 2021
<ul style="list-style-type: none">Developed mobile games using Unity, C#	
Paramount Commerce <i>Java Developer</i>	January 2021 – April 2021
<ul style="list-style-type: none">Developed full stack web applications with Java, Spring BootMaintained unit tests in Selenium, JUnit, Appium	