






Tenzin Pelletier

Computer Science Student @ UWaterloo

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ABOUT ME

- 3rd year Computer Science student at UWaterloo
- Previous work experience with Unity, C#, Java, and Spring, but also proficient with C++, Kotlin, and JS
- I love working on applications (both mobile and web), games, and pretty much everything in between. Most of all I just love learning!
- Bilingual speaker proficient in French and English

EXPERIENCE

BUNCH | GAME DEVELOPER

September 2021 - December 2021 | Remote

- Develop Unity mobile games using C# in Rider IDE
- Employ knowledge of design patterns and data structures to implement user-facing features like a gameplay tutorial and reaction dialog system

PARAMOUNT COMMERCE | JAVA DEVELOPER

January 2021 - April 2021 | Remote

- Developed web applications using Java, Spring, JDBC, and SQL
- Used POM/OOP paradigms to improve maintainability and readability of test automation scripts.
- Used Appium to extend automated test coverage to include mobile devices.

IGA | GROCERY CLERK

June 2019 - August 2019 | Saint-Jean-sur-Richelieu, QC

- Employed organizational skills arranging and cleaning materials, containers and supplies.
- Used communication skills to direct customers to desired products and merchandise.

PROJECTS

WEBCONSOLE | JAVA, JAVASCRIPT, HTML

2021

- Mod allowing people to remotely access the console for their minecraft server through the web!
- Uses WebSockets to communicate between the minecraft and web servers
- Fork of similar plugin, with added integrated web server

STRAWGOLEM | JAVA

2020-Present

- Mod adding a farming golem to Minecraft with over 5 million downloads!
- Uses data structures like OctTrees to efficiently lookup nearby crops

ATTENTIONAPP | KOTLIN, FIREBASE

2020

- Simple Android App that allows people to pester each other with loud, annoying requests for attention

EDUCATION

UNIVERSITY OF WATERLOO

BACHELOR'S OF COMPUTER SCIENCE

Sept. 2019 - Present | Waterloo, ON

Faculty of Mathematics

Cum. GPA: 87 / 100

MARIANOPOLIS COLLEGE

DIPLÔME D'ÉTUDES COLLÉGIALES

Sept. 2017 - June 2019 | Montréal, QC

Pure and Applied Sciences

Cum. GPA: 3.8 / 4.0

SKILLS

PROGRAMMING

Proficient:

Java • C# • C++ • Kotlin • C

Experienced:

Python • \LaTeX • JavaScript

Familiar:

SQL • HTML • CSS • Shell • Lua

LIBRARIES/Frameworks

Spring • JavaFX • Node.js • Bootstrap

TOOLS/PLATFORMS

Unity • Git • Gradle • Docker

REFERENCES

Robert Simmons,

Senior Game Developer, Bunch

✉ bobby@bunch.live