

THEODORE BROCKMAN

QUALIFICATIONS

- **Languages:** Python, JavaScript, C, C++, Java, MySQL, HTML, CSS, MIPS/x86 Assembly, MATLAB, R
- **Frameworks:** Node.js, AngularJS, React, Django, Keras, Flask, Hadoop, Flink, OpenGL
- **Platforms:** AWS, GitHub, BitBucket, CircleCI, Heroku
- Experienced in client-side and server-side development, including mobile platforms
- Strong proponent of Test Driven Development, with considerable work spent writing rigorous automated tests for both front-end and back-end applications
- Breadth of knowledge, having worked on personal projects in various domains, including: audio, video games, web applications, machine learning, and more.

SKILLS

- Creative, with a love of problem-solving
- Collaborates well on group projects
- Creates reliable, performant, and maintainable code
- Aptitude for learning
- Tenacious when it comes to tracking down and fixing bugs
- Quickly acclimates to new programming languages and frameworks
- Bilingual (English and somewhat rusty French)

CURRENT PROJECTS

- Creating a software instrument played using eye movement to facilitate the artistic expression of those unable to do so by traditional means

AWARDS

- U. of A. Academic Excellence Scholarship
- Fac. of Arts Academic Excellence Scholarship
- Alexander Rutherford Scholarship

EDUCATION

B.Sc w/ Specialization, University of Alberta
Computing Science Nov. 2018

INTERESTS

- Rockclimbing
- Videogames
- Music production

WORK HISTORY

Worked on a team of ~9 people to create a healthcare related web application, with the aim of facilitating the secure sharing of patient information between both clinics and physicians within Canada

Peer Sex Health Educator, Options Sexual Health // Summer 2011 & 2012

Created a mobile website for the organization, as well as traveled to festivals around the province engaging attendees in fun trivia and activities to promote sexual health awareness

OPEN SOURCE WORK

Review Board

- Review Board** - Worked on re-designing the Git diff viewer for mobile devices and implemented a minor bug fix.
- angular-loggly-logger** - Small PR adding the ability to dynamically disable/enable sending client logs to Loggly

REFERENCES

```
// TODO: AVAILABLE UPON REQUEST
```