250 Humber College Blvd.,

Toronto, ON M5A 3JL7

EMPLOYMENT

Jane Doe

(416) 111-2222 Jane.dow@gmail.com

Git hub Link
LinkedIn Link

Software Engineer, Intern Objectivity May 2019 – September 2019

IoT Development

Designed and coordinated a scalable multi-container solution

Implemented flow-based programming interface for clients to rapidly prototype and modify properties to suit their needs
Integrated IoT Technologies such as
IBM-Bluemix Node-RED into common web technologies such as Flask, React and Nginx to create a pipeline to convert concurrent data into 3D geometry
3D Development

Reduced time (over 50%) to generate complex 3D geometry by using vectorization

Implemented me
thod to calculate for intersection in point cloud in
O(n
logn)

Developed optimization algorithm to find fewest lines used to enclose the maximum volume in O(nlogn)

Implemented method to find the shell of a point cloud by finding the convex hull and using
smoothing techniques
Architected the pipeline to manage, clean, visualize and interpret multivariable data

Project Development

Developed and maintained unit-tests, continuous integration and E2E testing in Python and JavaScript

Maintained API
documentation with swagger.io endpoint

EDUCATION

Kingston, ON Queen's University Fall 2017 – Present

B.S.E in Computer Engineering. Cumulative GPA: 3.88; Dean's List

Undergraduate Coursework: Comp. Architecture; Object Oriented Programming; Data Structures and Algorithms; Operating Systems; Engineering Entrepreneurship

TECHNICAL EXPERIENCE

Projects

E-Commerce Website (2019): Built a direct manufacturer-to-consumer e-commerce platform. Redirect orders from e-commerce website to drop-shipping company using their API. (PHP, Apache, MySQL, AWS)
Finance Tracking Web App (2018): Developed a web-app to track QAC's budget, a club totaling 50 members. Display responsive graph data to summarize financial prospects and history. (React.JS, React-Redux, Firebase) QAC Personal Website (2018): Created a personal website for QAC. Integrated Google Calendar and Kitsu.IO API; Updated asynchronously to prevent overcalling. (Django)

Predictive Metagame Algorithm (2018): Designed a machine-learning algorithm to predict the potential viability of certain characters in a competitive metagame. (Python, SciKit-Learn, Pandas, NumPy, Matplotlib)

ADDITIONAL EXPERIENCE

PyVista Contributor: Open-source 3D visualization toolkit; Improved 3D line geometry and tessellation filter.

NASA Space App Hackathon: Measured and analyzed sleep quality of astronaut’s based on homeostatic functions.

QAC Executive: Appointed as key executive member by securing partnerships with local companies in Kingston.

Languages and Technologies

Languages: Python; JavaScript; Java; C++; C; PHP

Front-End Frameworks: React.JS; Vue.JS; Bootstrap

Back-End Frameworks: Node.JS; Node-RED; Express; jQuery; Flask

3D Graphics: VTK; VTK.js; ParaView; PyVista; OpenGL 3.0+; WebGL

Toolchain: Git; Bash Scripting; Docker; Docker-Compose; Webpack