

# Lawrence Temple

11 Carlyle St. Toronto, Ontario, M5T 2R3  
(416) 818-9833

## Computer Engineer

[Lawrence.Temple@mail.utoronto.ca](mailto:Lawrence.Temple@mail.utoronto.ca)  
[linkedin.com/in/lawrencetemple](https://www.linkedin.com/in/lawrencetemple)

### Summary

Ambitious computer engineering student eager for experience within the industry. A strong leader with skills in team building and agile software development. A self-starter with expertise in lower-level languages. Especially proficient in C (and its derivatives), Java and Python. Interested in opportunities to grow and learn new development strategies and languages.

### Education and Coursework

BASc. Computer Engineering (2017)  
University of Toronto, Ontario, Canada

GPA: 3.51

#### Coursework:

Operating Systems	Computer Networks	Computer Security
Algorithms and Data Structures	Communication and Design	Databases and Relational Algebra
Computer Organization	Computer Hardware	Compilers and Interpreters

### Technical Skills

Languages: C, C++, Java, Python, JavaScript, MATLAB, SQL, XML, HTML, Verilog, Assembly  
Dev Tools: Git, Docker, Shell Scripting, JUnit, Maven, Tornado, Atlassian's agile development suite  
Software: Comprehensive UNIX, RegEx, Excel, SPICE (pSpice, SUE), MAX, Adobe CC, MSOffice

### Experience and Projects

#### Software Engineering Intern (Nuance Communications Montreal) 2016

Full-stack web development for cutting edge natural language understanding API. Focused on mid to back-end architecture with multiple server containers. Worked across languages and departments in a fast paced corporate environment. Became familiar with the high-standards of code and review required for a professional agile team with weekly public releases.

#### Research Assistant (UofT – ECE Multimedia Lab) 2015

Designed software for interfacing with medical hardware for professor's research. Required to managed expensive hardware and delicate software. Learnt Python overnight for a proof of concept and mastered over the remainder of the project. Continue to provide support for software developed there.

#### Research Assistant (UofT – MIE Human Factors and Applied Statistics Lab) 2015

Created software to use with a state of the art driving simulator. Designed experiments based on specific criteria for post-doctoral researchers. Worked with test-subjects and maintained simulator hardware.

#### Server Design – Team Leader, Developer (UofT Coursework - Communications and Design) 2015

Led a team in development of a client-server database in C with implementation of POSIX sockets, threading and mutex. Project included design documents, bug reports and client presentations.

#### Mobile Videogame – Designer, Developer, Artist (Great Canadian Appathon) 2014

Created a 2D adventure game in Unity for Android. Reached beta stage. Gained great experience in Unity development, graphic design processes, and mobile development.

#### Audio Sampling App – Designer, Developer (UofT Coursework - Computer Organization) 2014

Developed an audio sampling program in assembly. Features included persistent memory and waveform manipulation. Was an excellent learning tool for memory management and writing audio I/O drivers.

### Accolades

Dean's List	2014-2015
Somen Mondal Scholarship in Computer and Electrical Engineering	2014
Guest Frank Howard Scholarship, President's Scholarship	2013
Schulich Leader's Nominee, Programming, Mathematics and Visual Art Graduation Awards	2012