LOGAN THIMER

Software Engineer

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CAREER OBJECTIVE

Diligent and innovative Entry-Level Software Engineer with proven skills in full-stack web development, mobile app development, and artificial intelligence, seeking a challenging position to leverage my proficiency in C++, Java, Python, and JavaScript. Eager to contribute to a dynamic team environment, where I can apply my technical skills to develop cutting edge software solutions.

Work Experience

Software & Controls Developer (Co-op)

LJ Welding Automation

📅 May 2023 – Dec 2023 📍 Edmonton, AB

- Collaborated with multiple developers using Azure DevOps to create a service that runs on a Universal Robotics Cobot that provides functionality for industrial welding applications.
- Increased the reliability and flexibility of the service by developing high quality test procedures, conducting clean tests, and deploying the service onto the robot hardware.
- Took on the role of designing the overall architecture of the service using Java for complex backend functionality & Swing framework for the user interface.
- Worked closely with company owners and clients to establish software requirements for various projects.

Software & Controls Developer (Co-op)

LJ Welding Automation

📅 May 2019 – Aug 2021 📍 Edmonton, AB
   Jan 2022 – Aug 2022

- Developed a computer vision application for industrial welding robots using C++ libraries like OpenCV, Boost, and ASIO.
- Collaborated with multiple developers as a team with Azure DevOps to create multi-paged user interfaces for welding applications using NodeJS.
- Increased scalability of a UDP communication interface to a Lincoln Electric welder by redesigning the architecture of the interface to support and manage a dynamic number of client welder connections.

EDUCATION

BSc in Computer Engineering – Software Option

University of Alberta

📅 September 2019 – April 2024

🎓 GPA: 3.5

Awards

- Dean's List, 2019, 2021 – 2023
- Jason Lang Scholarship 2019-2022

Relevant Coursework

Java, C++, Python, Data Structures, Object-Oriented Design, Software Engineering Process, Database Management Systems, Software Testing & Maintenance.

Instrumentation Engineering Technology

NAIT

📅 September 2016 – April 2018

SKILLS

Artificial Intelligence & Machine Learning

- Python, TensorFlow, OpenCV
- Genetic Algorithms, Fuzzy Sets
- Computer Vision

Web Development

- React
- HTML5, CSS, JavaScript
- SQL, NoSQL

Mobile Development

- React Native, Expo Workflow
- Android

PROJECTS

Expense Tracker

📅 Aug 2023 – Sept 2023   🔗 https://github.com/thimer-logan/ExpenseTracker

- A mobile app for IOS and Android built using React Native that allows you to manage your expenses and transactions, and displays spending trends.
- Utilized Firebase as a reliable database to store expenses and transactions on a per user basis, and to handle user authentication.
- Allows user to quickly locate certain expenses by providing advanced and intuitive sorting & filtering options.

Sudoku

📅 Jan 2023 – Mar 2023   🔗 https://github.com/thimer-logan/sudoku

- A web app built using React as a frontend framework and C++ as a backend for complex game logic.
- Ability to select between various difficulties of puzzles to suite all skill levels of players.
- Has a built in puzzle generator function that allows the user to generate a fully solved puzzle or puzzles at different difficulties.

CERTIFICATES

- React Native - The Practical Guide 2023
- Deep Learning: Advanced Computer Vision
- React - The Complete Guide 2023
- 2023 Web Development Bootcamp
- C++20 Masterclass