

TRISTAN DARWENT

INTERACTIVE DEVELOPER

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I'm a developer with a strong desire to build engaging and exciting products. I'm always looking to take whatever I'm working on to the next level, aesthetically and functionally.

WORK EXPERIENCE

ParticipAid

July 2015 - Current

iOS Programmer

Working with a small start up to build a iOS app to help researchers recruit participants. Started with a proof-of-concept version built in Ionic, moving onto native Swift-coded version for release. Includes working with a custom built JSON API with a user system. Was also involved heavily with UX design decisions.

Appseed

May 2014 - August 2014

Android Programmer

Worked with a small team to create an Android version of Appseed, an image processing app that can take photos of sketched app wireframes and allow you to turn them into a working prototype. Created and implemented image capturing/processing code, along with unique user interfaces and interactions.

OTHER EXPERIENCE

Great Canadian Appathon

January 2014

Project Lead, Programmer, Game Designer

Competition to create a mobile game in 48 hours. Designed core game concepts, managed teamwork, and programmed in Titanium Studio Appcelerator.

FITC

April 2014, November 2014

Volunteer

Helped set up for the event. Ran power outlets, put together badges, set up registration desk, and various other activities.

EDUCATION

Humber College

Etobicoke, ON - 2012 to 2015

Web Design and Interactive Media - Advanced Diploma

Centennial College

Scarborough, ON - 2008 to 2010

Software Engineering Technology - Interactive Gaming

SKILLS

HTML

Swift

Photoshop

CSS

Objective-C

Illustrator

LESS/SASS

UX

After Effects

Javascript

Java

Arduino

jQuery

PHP

node.js