First Last

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email@gmail.com | 123 456 7890

EXPERIENCE

VEEVA SYSTEMS | Network Developer
Sept 2015 – Dec 2015 | Toronto, ON
- Java fullstack development using Spring, mySQL, Apache Tomcat, and JMVC
- Designed and created a localization framework for quickly exporting and updating translated labels
- Improved dataflow performance by reducing parsing processing times by 10%

PLASTIC MOBILE | Software Engineer
Jan 2015 – Apr 2015 | Toronto, ON
- Designed and implemented a smartdoor authentication system. Created backend API with Django REST framework
- Wrote and set up automated testing scripts for iOS applications using Calabash-ios with Cucumber in Ruby and Gherkin
- Developed an efficient Google Maps marker clustering algorithm using quadtrees
- Worked on localization and Google Analytics for Android applications

IMAGINE COMMUNICATIONS | Application Developer
May 2014 – Aug 2014 | Waterloo, ON
- Developed an internal progress dashboard to record and monitor employee efficiency using AngularJS and Bootstrap
- Worked on a RESTful C# API for the progress dashboard
- Maintained existing software systems by fixing bugs in the Silverlight frontend and C# backend

PROJECTS

TIMEWINDER League of Legends match timeline viewer
- Provides a visualization of match statistics and performance over time using Riot API data
- Developed with LeGoLegends library, Go backend, PostgreSQL databases, and HighCharts.js for visualization

LEGOLEGENDS Riot API Library in Go
- Written in Go, LeGoLegends is a wrapper for Riot API to help send and process requests

BIPOLAR ANIMALS Url alias generator
- A Rails web application that generates easy to remember aliases for URLs
- Developed with Ruby on Rails, PostgreSQL databases, and hosted on Heroku

PC PWNS CONSOLE (PCPC) Custom Java Framework
- Designed to be used as a framework for faster and easier development for applications
- Provides methods for accessible file I/O, text I/O, audio, graphics, and socket connections
- Used to develop games, messengers, and GUI applications

BUBBLESCAPE Original Android game
- Led, architected, and managed the project over the entire development cycle
- Assigned tasks to other developers and organized meetings and set deadlines
- Implemented object collisions, animations, character AI, game logic, and unique swipe controls
- 300+ installs on Google Play store

SKILLS

LANGUAGES
Java • C++ • C#
Go • Ruby • JavaScript

TECHNOLOGIES
Android
Ruby on Rails • Django
PostgreSQL • MySQL
AngularJS • JMVC
jQuery

EDUCATION

UNIVERSITY OF WATERLOO
Candidate for Bachelor in Software Engineering
Term 3A | Expected 2018
Waterloo, ON

AWARDS

VEX Robotics World Championship 2011
Won regional competition
Competed in internationals

Canadian Computing Competition 2013
Certificate of Distinction

Canadian Computing Competition 2012
Certificate of Distinction

LINKS

Github:// **hey**
LinkedIn:// **hey**

INTERESTS

Piano, Jazz
Overclock.net
Competitive FPS
eSports
Table Tennis
Anime, Gaki no Tsukai