

Jake Wylie  
403-894-0208  
jake.d.wylie@gmail.com

## EDUCATION

- Sept 2017- Apr 2021     **University of Lethbridge**, Lethbridge, AB  
BSc, Major in Computer Science, Minor in Physics
- Cumulative GPA 3.44/4.00
  - Dean's list, last 2 semesters
  - Related courses: include Practical Software Development, Introduction to Software Engineering, Introduction to Database Systems, Programming Languages, Data Structures and Algorithms
- May 2021     **HTML, CSS, and Javascript for Web Developers**, Coursera.org
- Course grade: 100%

## RELATED SKILLS

### Technical

- Strong in C++
- Experience with: Python, Java, Javascript, HTML, CSS
- Databases: SQL, MySQL
- Operating Systems: Experience with Windows (7, 8.1, 10) and Linux (Ubuntu, CentOS, Debian)
- Software: Gtest framework, Git/Github, OpenGL, Visual Studio Code, various communication software (Slack, MS Teams, Zoom, etc.)

### Troubleshooting and Problem Solving

- Ability to learn quickly
- Adept at using the internet to find solutions to problems
- Have found bugs in code during programming courses
- Used judgment to meet expectations of vague project parameters

### Creativity and Teamwork

- Found effective ways to solve issues during programming assignments
- Have worked in groups ranging from 2- 12
- Used Agile methods to complete group projects in a timely manner
- Can communicate ideas to teammates in an efficient and friendly way

## RELATED EXPERIENCE

- Sept-Dec 2019     Developed a RESTful web-based issue tracking system
- In a team of 4, coded in C++, Javascript, and HTML, version-controlled using Gitlab, communicated through slack and in person

- The issue tracking system allowed for the creation of users and issues. Issues can be assigned to a user. Issues can be commented on and voted as good or bad issues. A list of all users and a list of all issues can be viewed.
- Used Scrum to plan sprints, split duties and find ways to get code to properly execute.

Jan-Apr 2019

Developed text-based adventure game

- In a team of 2, coded in C++, tested in gtest, and version-controlled using Gitlab
- The game has 8 rooms with NPCs in each, Solve puzzle and answer questions to receive keys and items that allow you to progress in the game
- Learned to adapt to changing plans when my partner was unable to contribute to much of the project due to personal issues.
- Found solutions to bugs using internet searches along with operational semantics.

Jan-Apr 2021

Developed programs to reliably transfer data over a network

- In a team of 2, coded in C++, tested in gtest, and version-controlled using Github
- Used course transport layer protocol (CTP) and CRC checksum to create and reliably send data
- Used multi-threaded programming to accomplish simultaneous sending, receiving, and processing of packets

Sept-Dec 2019

Developed program to play Old Maid and Rummy

- Coded in C++, tested with gtest.
- Lets a user play Old maid or Rummy
- Gained experience using design patterns to solve problems
- Participated in code review with others' implementation of the games

Nov 2019

Developed a program to encrypt files

- Program encrypts and decrypts files using DES encryption algorithm

## OTHER EXPERIENCE

Nov 2014 - Aug 2018

**Ward Bros Construction** Lethbridge, AB

Skilled Laborer

- Used problem-solving skills to find the best way to complete tasks
- Met expectations of project owner requests such as repairing deficiency and adhering to site-specific rules.
- Worked in teams ranging from 2 to 12 people to complete tasks