Xander Vendramin

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OBJECTIVE

Passionate, motivated, Computer Science graduate from the University of Regina seeking to use proven skills in a variety of coding languages in a professional setting.

SKILLS

Strong understanding of Object-Oriented Programming Full stack experience using Node.js, ChakraUI/React, and MongoDB as the foundations of the website

Experience with GitHub usage and repository management

Electives in Robotics, Game Design, VR Design, and Computer Animation

PROGRAMMING LANGUAGES

Experience with C, C++, C#, Java, Python, Javascript, PHP, HTML, CSS, SQL, AJAX, Tailwind

Unity, C#, and OculusVR through work in game development

References available on request

EXPERIENCE

Independent Video Game Development - Unity
September 2024 - Present
- Plan ideas or systems for the game and implementing them using coding knowledge and critical thinking
- Apply good coding practice and methodology on a large scale to keep the project organized, optimized, and functional
- Expand my knowledge of Unity and C# to find new and efficient ways to complete certain tasks

Educating Youth in Engineering and Science (EYES), Regina - Technology Specialist
June 2021 - December 2024
- Act as a leader for my peers by delegating tasks, leading planning for activities, and acting as a source of knowledge and experience for the whole team
- Ensure all lessons had relevant coding connections and that they were effectively represented in activities
- Break down and simplify programming concepts to make them easier to understand and teach
- Experience with CAD, a variety of slicing software, and managing 3D printers

EDUCATION

Certifications
- AWS Cloud Practitioner Essentials

University of Regina - Bachelor of Science in Computer Science
August 2020 - May 2024
- Graduated with a 75.52 GPA

Miller Comprehensive Catholic High School, Regina
September 2016 - June 2020
- Major Honor Roll Student (2016-2020)