

QUALIFICATIONS

- ❖ 3+ years of professional software development experience, taking pride in exceptional code quality.
- ❖ Extensive experience refactoring and upgrading complex source code in enterprise software and custom applications.
- ❖ Managed priorities, adhering to deadlines while working in an agile team using Kanban and Scrum tools and test-driven development practices.
- ❖ Passionate about keeping up with technological trends and their implications.
- ❖ Excellent verbal and written communication skills.
- ❖ Fluent in English and French.

TECHNICAL SKILLS

- ❖ Languages: C# (LINQ), .NET, Java, Python 2.7 and 3.2, PHP, JavaScript.
- ❖ Web: HTML5, CSS, jQuery, ASP.NET, NancyFX, WebAPI, SOAP, REST.
- ❖ Database: Entity Framework, MS SQL, MySQL, Oracle, SQLite.
- ❖ Mobile: Android SDK, LibGDX.
- ❖ Server: OpenSUSE, Windows Server.
- ❖ Tools: Visual Studio, Eclipse, Git, Perforce, SVN, JIRA, Bitbucket.

WORK EXPERIENCE

Software Developer, LogiSense Corporation

May 2014 - Present

- ❖ Practical knowledge of billing and rating architecture and where it fits in the usage economy.
- ❖ Researched and designed new features and ways of improving the flagship product EngageIP.
- ❖ Managed end-to-end resolution process of escalated support issues.
- ❖ Lead developer in a data-migration project for a customer, managing client relationships via daily scrum and sprint planning meetings with the client.
- ❖ Extensive experience designing SOAP and REST API as part of the core product and custom solutions, including support for Salesforce integration.
- ❖ Developed integration with the Vantiv payment processing gateway, achieving Level 3 Credit Card Processing certification.
- ❖ Enforced high code quality standards by peer reviewing code and participating in the creation of internal coding conventions.
- ❖ Gained tremendous experience in managing technical debt while balancing enhancement vs maintenance of legacy software.

Technologies Used: C#, .NET 3.5 and 4.5, ASP.NET, LINQ, jQuery, Git, Entity Framework, MS SQL, SOAP, REST, Visual Studio 2012.

Software Developer, Co-op., BlackBerry

May 2012 - August 2013

- ❖ Designed and developed data-driven processing and system control software using Python and Java, interfacing with an Oracle database, whose purpose was to process incoming bug packages to classify bug types and to filter out and store the important information.
- ❖ Properly encapsulated and modularized code to ensure that minimal written documentation was needed to understand functionality.
- ❖ Worked in a diverse team of software and database developers, operations personnel, and statisticians to deliver metrics on radio modem performance.

Technologies Used: Python 2.7/3.2, Java EE, Perforce, Git, Oracle, SQLite, Linux, Windows Server 2008, Eclipse.

EDUCATION

Software Engineering Technology (Co-op), Conestoga College

September 2010 – April 2014

- ❖ Received Ontario College Advanced Diploma with Distinction with cumulative GPA of 3.78.
- ❖ Practised project management and programming skills, including testing, debugging, and writing software using procedural and object-oriented programming paradigms.
- ❖ Extensive experience developing applications and algorithms in C, C++, and C#.
- ❖ Covered basics in implementing a real-time operating system on a 68000 emulator using C and assembly – bootstrap code to get it started, a simple round-robin scheduler, as well as a few kernel services to aid in scheduling, such as sleeping and relinquishing.
- ❖ Capstone project: QR Code Adventure - Best in Show award
 - Android RPG-style game written in Java with the LibGDX framework in which, when you scan any QR code you find, a random monster appears that you fight for treasure and experience. Everything is handled on an authoritative server.
More Info: robotmonocle.com

Technologies Used: C, C++, C#, Python, PHP, ASP.NET MVC, Java, Git, MySQL, MS SQL, Visual Studio 2010.

PERSONAL PROJECTS

- ❖ A C# application that allows players of an online sandbox game to take an image and automatically recreates the image by adding corresponding blocks to the 2D game world. This application is called EE Artist and has been downloaded and used by hundreds of players.
- ❖ Implemented Tetris on a Renesas QSK26A Development Kit. Developed using C with included libraries for the board.

Technologies Used: C, C#, PHP, MySQL, HTML, CSS, Python, Git, Visual Studio 2015.

ACTIVITIES AND INTERESTS

- ❖ Playing and developing video games.
- ❖ Reading novels, primarily fantasy and thrillers.
- ❖ Euphonium player in the Galt Kiltie Band.
- ❖ Composing music, mostly using FL Studio and Vienna Symphonic Library.
- ❖ Frequenting online technology communities and blogs to keep up to date with current trends and to learn new programming tricks.