

Passionate tech enthusiast with a wide range of interests, readily equipped with strong analytical and problem solving skills. I have a solid foundation in software engineering fundamentals and programming principles and I am familiar with a lot of different technologies, languages, and platforms. I am currently enrolled in a co-op program at Trent University in Peterborough, Ontario where I am pursuing a BSc in Computer Science.

Experience

May 2021 - Dec 2021 - **Software Developer and 3D Modeller**
Walk With Web Inc.

- Worked alongside a team of modellers, writers, artists, and historical researchers to develop an interactive learning experience in Unreal Engine.
- Communicated closely with the project lead to elicit project requirements. Aided in design and development of systems to meet those requirements in-engine, including level transitions, locomotion, and story progression.
- Utilized Perforce for source control management, routinely contributing to the project depot.
- Created 3D models of physical objects from scratch to be used in-engine by the player.
- Created scripted interactions and visual effects using Unreal Blueprints and C++.
- Cleaned and repaired photogrammetric scans from RealityCapture in Cinema 4D.

Education

Sep 2019 - Present - **Trent University**
Honours Bachelor of Science
Computer Science (Co-Op)

Sep 2017 - Jun 2019 - **I.E Weldon Secondary School**
International Baccalaureate Diploma Programme
Ontario Secondary School Diploma

Skills

Languages

C, C++, C#
JavaScript
Python
HTML
Java
CSS
SQL
PHP

Environments

Visual Studio Code
Visual Studio
Linux Shell
Arduino IDE
Electron
Eclipse
IDLE

Design

Maxon Cinema 4D
Autodesk AutoCAD
Adobe Photoshop
Adobe Illustrator
WinForms .NET
Figma

Coursework

Fundamentals of Operating Systems
Software Architecture and Design
Data Structures and Algorithms II
Web Applications Development
Database Management Systems
Computer Organization
Multimedia and Design
Systems Programming