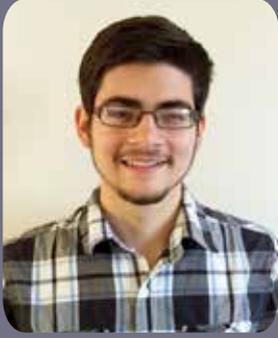


University of Calgary | Sept 2012-Dec 2016
Bachelor of Computer Science
Concentration in Human Computer Interactions

51 Hidden Creek Green NW
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Recent Graduate

RELEVANT COURSES

- Human Computer Interaction I & II
- Principles of Operating Systems
- Design & Analysis of Algorithms
- Database Management Systems
- Retrogames
- Computer Networks
- Information Visualization
- Artificial Intelligence

SKILLS

- Mobile Development
- Design Sketching
- GUI Design
- Low-Fidelity Prototyping
- User-Experience Design
- Personas
- Data Analytics
- Research Experience
- User Interviews
- Unit Testing
- Algorithm Design
- Communicative

EXPERIENCE

Microlynx Systems
May-August 2014 & May-August 2015

Junior Software Engineer

Android Configuration and Test Application

- Development of an Android application used to configure, test, and debug a satellite communications product. The product had a WiFi interface which used a UDP-based protocol configuration and data interfaces. Functionality was based on an existing Windows application, with visual and user interface aspects modified for use on a notebook device.

Drilling Control and Information Application

- Maintaining and upgrading a drilling control application currently being used in the field. Work included interfacing with the client to determine change requirements and review implemented changes. A key achievement was the development and implementation of a new "shoulder" detecting algorithm used in the process of connecting sections of pipe. The algorithm had to scan noisy, non-monotonic data to identify an inflection point critical to determining the success of the connection process.

Timesheet Software

- Full development starting with design through to coding, implementation, and testing of time recording and project tracking software to be used within the company. This included working closely with employees to determine requirements, defining the tables and stored procedures in a MySQL database, ensuring that new tables would integrate into an existing CRM used by the company (VTiger), and developing a Windows based UI.

16-bit Software Upgrade

- Worked as part of a multi-person team upgrading a large software application from a 16-bit Windows application to 32-bit. Tasks included extensive testing, use of version control, and team communication.



Xbox Kinect • Proximity based interactive display

Visual Studio • University course-selection interface

Command Line • Server/multi-client messenger that also supports file exchange

Windows Phone • Designed various phone unlock screens

Javascript • Live updating visual map using real-time data

Wearable Technology • Phone application with wearable ring that controls music

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TOOLS

 Java

 Python

 MySQL

 Git, Tortoise SVN

 C++

 C#

 Visual Studio

 TCP/UDP

 Web Design

 Embarcadero XE6

 Android Studio

 Bluetooth

 Tableau

RESEARCH

Human Computer Interactions Research

May 2016-December 2016

Co-Researcher

Development and exploration of strategies aimed to guide a user through personal tracking set up and debugging. This included building an Android application that we used to demonstrate the strategies, and designing two unique studies to gather results from.

Android Tracking Application:

- Development of a mobile application using Android Studio that logs tracking data and was the centre-piece of our research as it was our way of implementing the tracking strategies. The application pairs with Bluetooth tracking beacons and logs the incoming data for the user, displaying it on a live feedback screen.

Development and Execution of Two Studies:

- **In-lab Study:** Participants were asked to use the Tracking Application and a second Bare-Bones Application to perform different tracking tasks. The goal was to get a better idea of how the strategies implemented in the original application affected the outcome of the tasks.
- **Out-of-lab Study:** Participants were asked to use the tracking application in their daily lives. We allowed the participants to freely play with the application and tracking beacons. The goal was to discover how the application augmented or limited their tracking experience.