

SUMMARY OF QUALIFICATIONS:

- Six years of software development experience
- Experience working in an Agile Scrum team
- Identifies and assesses opportunities to introduce and apply new technologies into the development practices
- Excellent communication, organizational, problem-solving, analytical and debugging skills

WORK EXPERIENCE:

Teknion Ltd. · Toronto, ON

Software Developer – December 2019 to Present

- Programmed over 1,500 products and their unique rules based on real world applications in a 3D environment
- Successfully launched high-quality parametric tools that gained over 150 users in just 3 months
- Performed bi-weekly code reviews to ensure that code met standards
- Wrote scripts to streamline internal processes for different teams to reduce manual work
- Interviewed and trained two new developers in using a proprietary language, platform and code base to meet development standards
- Understood complexities of furniture products to program them into tools used by designers and specifiers
- Delegated tasks for junior programmers, providing them guidance and sharing expertise
- Documented information, code and solutions to problems to be referenced by others on internal Wiki
- Submitted quality code that is easily readable, scalable, maintainable and has minimal chance of producing undesired effects

Kannon Vape · Mount Albert, ON

E-commerce Manager – September 2018 to December 2019

- Communicated with web dev team on the requirements of website
- Resolved issues with orders reported by clients
- Checked for fraudulent and invalid orders
- Created social media posts and promotional email blasts
- Worked with WordPress and WooCommerce to add and adjust products

Inscape, Furniture · Holland Landing, ON

Product Programmer – December 2014 to May 2016

- Created furniture specifying tools that have rules associated for each part in a 3D environment
- Coordinated with our engineering team and gathered relevant information about our products
- Participated in AGILE/SCRUM Environment with Bi-Weekly sprints
- Identified solutions to make our extension stand out from our competitors
- Fixed bugs and crashes by coordinating with our QA testers
- Created software betas, and released versions of our extension to our users
- Facilitated training sessions on how to use our extension software
- Dealt with user reported issues using a ticket-based customer support system
- Attended daily meetings with the Sales Resource Team to understand how IT can help their department

CDOT Seneca College · York Campus, ON

3D Animator February 2014 – April 2014

- Wrote JavaScript and MaxScript (3DS Max) to create animated 3D models generated from a dataset
- Developed prototype videos of use cases of an application
- Attended weekly meetings to determine project goals and current progress

EDUCATION:

Bachelor of Technology (Software Development) April 2010 – April 2014
Seneca College, York Campus, Toronto Ontario - Graduated - GPA 3.5

ACADEMIC & PERSONAL PROJECTS:

3D Rail Shooter Game

Environment: C++, MS Visual Studio

- Designed, documented, and implemented a plan for an interactive 3D game within a group of three people
- Created a 3D environment for the game, including models, textures, and visual effects using various types of modeling and image editing software
- Optimized and implemented game resources into the game engine
- Applied vector and matrix mathematics to achieve desired 3D transformation of objects in the game

Business Plan of Mock Startup Company

- Delivered a successful business plan for a small company and led a group of four people in creating the business plan
- Assigned group members with tasks and evaluated their performance in order to adjust the group's strategy in completing the given tasks
- Developed a financial model, product description, and the market analysis for the company
- Investigated how to provide technical assistance tailored to customers in Canada

Isometric top-down shooter game in Unreal Engine 3

Environment: Unreal Engine 3

- Collaborated with three other people on project requirements and milestones
- Programmed the logic for the isometric camera position and controls
- Designed the level including enemy spawns, hazard traps, sound effects, and boss room
- Facilitated team meetings and game testing

Designed a Prototype of the College Website

Environment: MySQL, C#, ASP.NET, HTML/CSS

- Produced an enhanced version of Seneca College website
- Developed the database design based on specifications requested to be used for the website
- Programmed the code required for interacting between the database and the website
- Designed and implemented the user interface

TECHNICAL SKILLS:

Programming Languages HTML5, CSS3, SASS, Java, JavaScript, python, PHP, C, C++, C#, CM, BASH Script, MaxScript

Frameworks & Libraries Bootstrap 5.0, Angular, ASP.NET Core, jQuery, Code Igniter, WordPress, MS Azure

Database Technology Microsoft SQL Server, MySQL

Tools Emacs, MS Office, MS Visual Studio, VS Code, Sublime, MS Project, Git, Adobe Suite, WooCommerce, NetBeans, Eclipse, 3DS Max

FOREIGN LANGUAGES:

- Russian (fluent speaker)

INTERESTS:

- Hiking, weight lifting, dog agility, horseback riding, yoga, cooking, DIY projects, video games and board games