

NICK AIRDRIE

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SUMMARY OF SKILLS

- Extensive experience programming in **C, C++, Java** and **Python** through Object-Oriented, Data Structures, Algorithms and Operating Systems university courses.
- Two years of web technologies experience (**HTML, JavaScript/jQuery/Typescript, CSS/Sass, mySQL, NodeJS** and **Angular**) through work experience at Sandbox Software Solutions and through development of my personal website **nairdrie.com**, as well as a business solutions app built on **Ionic**.
- Experienced **C#, Android**, and **iOS Developer** through development of mobile games at Adknown Inc.
- Extremely **quick learner** and eager to learn new technologies/programming languages.
- Excellent **problem solving** skills both independently and in **team settings** through previous experience, Engineering Design I-III courses, Software Engineering courses, and First Robotics involvement.
- Experience **teaching/tutoring** students as a tutor in high school.
- Other technical skills: Microsoft Office, Adobe Creative Suite, AutoCAD, SolidWorks.

EDUCATION

- 2015-present Honours Bachelor of Engineering, Computer Engineering (CO-OP)
University of Guelph, Guelph, Ontario
- \$2000 Entrance Scholarship for achieving a minimum 85% admission average.
 - College of Physical & Engineering Science Dean's Honours List, 2015-2016
 - Achieved high **80s** and **90s** in programming courses in both C and Java.
 - Worked on TBWC Design Project in order to hone problem solving skills in a team setting.
- 2011-2015 High School Diploma
Humberview Secondary School, Bolton, Ontario
- First Robotics Canada Team 4946 build/electronics team member. Worked on design, building and assembly of hardware, software, and electrical components of a several robots.
 - Ontario Scholar recipient.

WORK EXPERIENCE

- 2019 Full Stack Mobile Developer, **Rapid Sewer Data, Toronto, Ontario**
- Co-designed and developed a cross platform business solutions app which helped Rapid Sewer Data acquire clients from cities across Canada.
 - Used Ionic Framework to streamline cross-platform development.
- 2018 (CO-OP) Unity Developer, **Adknown Inc., Guelph, Ontario**
- Developed 12 iOS, Android and Windows store games in Unity using C#.
 - Designed game assets and user interface items in Illustrator, Photoshop and Gimp.
 - Games had a collective 50,000+ downloads.
- 2017 (CO-OP) Web Developer, **Sandbox Software Solutions, Guelph, Ontario**
- Developed many websites/webpages for clients using HTML, CSS and JavaScript.
 - Designed icons and other user interface items for web using Adobe Illustrator.
 - Honed communication skills through project meetings with colleagues and clients.

References available upon request.