

Ian Benedict

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Technical Skills Summary

- Adept at Python, Java, C#, C++, C, and SQL.
- Experienced at using Linux, OSX and Windows
- Used XNA Game Studio in conjunction with C# .Net for game development (project descriptions and source code can be found on my website)
- Currently working with Python, Django, MySQL in my most recent job. Javascript and C# as a co-founder of a mobile game development start-up.

Experience

- Real-time Risk Assessment Inc. (May, 2011 - Present)
Software Developer – 40 hrs per week
Designed web 2.0 survey application from scratch using Python with Django. Wrote most of the main Django apps that are used in this application and am very familiar with the MVC architecture. Started on the project alone, was joined by additional developers further into the project. Gained a familiarity with LaTeX for generating custom reports.
- BiblioCommons Inc. (November, 2009 - April, 2010)
Junior QA Analyst – 40 hrs per week
Gained a lot of knowledge and experience in agile development and scrum. Did front-end testing using Selenium and Fitnesse, and back-end testing with JUnit. Wrote reports using queries in PostgreSQL. Gained experience in collecting statistics using Google Analytics.

Notable Coursework

- Software Engineering
 - First Project (Java) - Worked on a project over the course of a semester with a group of four to simulate a project lifecycle from beginning to production. Gained a lot of experience in agile development and insight into the design and implementation of a software project.
 - Second Project (Java) - Worked on an open source project (VioletUML) with a group of four to simulate the process of determining requirements, outlining features and execution. Gained experience with working with existing code and implementing features and bug fixes for this code.
- Web & Mobile Development - Worked on a project with a group of four to write a social networking application for Blackberry from scratch. Implemented server-side code with JSP, Struts and Java, and native Blackberry code in Java.
- Machine Learning & Data Mining - Learn and worked with classification models such as logistic regression, k-nearest neighbours, neural networks, Q-learning, mixture models, PCA, etc. All coursework was done entirely in MATLAB.

Education

- Completed B.Sc in June 2011 for Computer Science: Artificial Intelligence Specialist at University of Toronto.
- Completed OSSD in June 2004 at St. Francis Xavier Secondary School in Mississauga, Ontario.

Extracurricular Activities

- Present: Working on a mobile game development studio start-up with three other people, and play tennis in my free time.
- 2009: Member and website administrator at the University of Toronto Kendo Club.
- 2006 – 2007: Participated in the Game Programming Club (GPC) at University of Toronto. Also took part in “Game Making Deathmatch 2006”, a game programming competition held by the GPC.
- 2003 – 2004: Was a member of the senior computer science team to represent our high school at the American Computer Science League (ACSL) Finals held in Chicago in May 2004.
- 2003 – 2004: Top scorer in the intermediate computer science competition in high school.

References

Available upon request.