

# Dylan Weicker

## Skills

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**Web** HTML5, CSS3, JavaScript, TypeScript, jQuery, Angular2, Node.js, Jasmine, Karma


**Languages** Java, C#, C++, C, Haskell, Racket, Prolog

**Tools** Visual Studio, GitHub, Unity, PowerShell

**Processes** Agile, Test-Driven Development, OO Design

## Contact

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## Professional Experience

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### Web App Developer | Mazdis Innovations | May 2017 – Aug 2017

- Independently created a suite of unit tests for an Angular2 app using Karma and Jasmine
- Implemented features and components in a web app using TypeScript, HTML, and CSS
- Led meetings in which we white-boarded UI designs and then implemented those designs
- Debugged, refactored, and improved existing angular services which accessed Google's Firebase through an API
- Set my own goals & priorities in a small team with limited supervision
- Led job interviews and reviewed resumes to assess candidates' level of skills and abilities
- Trained and on-boarded new employees to get them up to speed with the project
- Reviewed research papers and proofread documents on behalf of the CEO

### Software Engineer In Test | Vision Critical | Sep 2015 – Aug 2016

- Established a mutual understanding of project requirements amongst the team by leading meetings in which expectations of the finished project were explicitly outlined
- Prevented code regressions by following a test-driven development process
- Maintained over 90% code coverage by implementing end-to end, integration, and unit tests
- Ensured the proper functionality of company's single sign-on login, global user storage, and authentication systems
- Analyzed user interfaces to ensure they were reactive, consistent, accessible, and intuitive
- Protected REST APIs by testing for user errors, SQL injection, and backwards compatibility
- Developed visual tools in Windows Forms that allowed testers and developers to make efficient calls to our REST APIs
- Performed code reviews and suggested changes to pull requests in our GitHub repository
- Communicated progress to managers by creating spreadsheets and performing demos

## Education

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**B.Sc Computer Science | University of British Columbia | Sep 2013 – May 2018**

## Personal Projects

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### **FWCO Management Consultant Firm's Website | Summer 2017**

- Created a complete, responsive and mobile-friendly website for a consultant firm using Twitter Bootstrap and jQuery
- Outlined the structure of the website, designed UI, and determined what important information need to be displayed
- Communicated with the client to ensure all requirements were being met

### **Tower Building Game | Spring 2017**

- Developed a simple two-player strategy game using HTML5's canvas element and JavaScript

### **HTML5 Clue Game | Winter 2016**

- Recreated a fantastical version of Hasbro's classic board game Clue
- Developed artificially intelligent opponents who could expand their knowledge base by making logical accusations and rationally navigate the gameboard using the A\* search algorithm.
- Rendered game graphics using the HTML5 canvas element and customized creative commons tile sets

### **Pathfinder Character Creator | Fall 2016**

- Streamlined the process of generating a Pathfinder Character by developing a JavaScript application to keep track of the user's customization choices and display relevant information and options to the user
- Designed an intuitive and attractive web UI using HTML and CSS to simplify the process of making a Pathfinder character for new players

## Academic Projects

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### **InsightUBC, A Node.js Data Querying App | Spring 2017**

- Collaborated with a partner to create the front end, back end, and REST API of a web app
- Devised unit tests to prevent regressions in expected behavior and edge cases
- Utilized promises to asynchronously read files and make API calls
- Modified code as the project's specifications changed over the course of the term
- Implemented a detailed query logic to allow users to search a dataset based on many criteria