




Dylan Weicker

Skills

Web	HTML5, CSS3, Javascript, Typescript, PHP, jQuery, AngularJS, Node.js, REST, Bootstrap
Languages	C, C++, C#, .NET, Java, SQL, Python, WebGL
Tools	Visual Studio, Brackets, GitHub, Unity, Oracle, Firebase, Android Studio, Arduino
Processes	Agile, Test-Driven Development, Object Oriented Programming, Debugging

Contact

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Professional Experience

Website Developer | GGI Platform | May 2018 - Sept 2018

- Created a complete, responsive, mobile-friendly website with attractive full-page layouts from start to finish, using Twitter Bootstrap, JavaScript, and PHP. See <https://GGIPlatform.ca>.
- Improved efficiency of writing proposals by developing a Microsoft Word plug in that automates much of the process.

Teacher Assistant | University of British Columbia | Sept 2017 – Dec 2017

- Aided the students of a software engineering course from start to finish in creating a TypeScript application which stored, retrieved and filtered data.
- Facilitated discussion between project partners to assess student understanding and solve any partner conflicts.

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

- Implemented new features and components in an Angular2 web app that allows users to make reservations at an automated bike parking station.
- Minimized bugs in this web app by creating a suite of Karma and Jasmine unit tests, manually debugging, refactoring code, eliminating code smells, and improving existing services.
- Facilitated whiteboard meetings to collaboratively design our user interfaces and software architecture.
- Performed management duties such as leading job interviews, training/on-boarding new employees, and creating tasks, goals and priorities for my team.

Software Engineer in Test / QA Engineer | Vision Critical | Sep 2015 – Aug 2016

- Prevented code regressions and maintained over 90% code coverage on our REST APIs by implementing automated end-to-end, integration, and unit tests.
- Ensured user interfaces were reactive, consistent, accessible, and intuitive by manually testing them across different browsers and devices.
- Improved efficiency of manual tests by developing a suite of visual tools in Windows Forms that allowed testers and developers to quickly make calls on our REST API.

Education

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

- Achieved an 80.2% average amongst all courses.

Academic Projects

Arduino Maze Runner | Spring 2018

- Built a motorized robot with an Arduino Uno board.
- Designed an artificial intelligence program in C to allow the robot to successfully navigate a maze.

3D Coin Collecting Web Game | Winter 2017

- Implemented a 3D coin collecting game in WebGL, which used ray tracing and normal mapping to produce dynamic shadows, and a skybox to emulate a realistic setting.

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

- Implemented an SQL-like data query language to allow users to search a dataset based on various criteria.
- Collaborated with a partner to create the front and back end of a web app, which relied on promises to make asynchronous calls to files and REST APIs.
- Devised unit tests to prevent regressions in expected behavior as the project's specifications changed over the course of the term.
- Taught the project to other students as a Teacher Assistant the following fall.

Personal Projects

Management Consultant Website | Summer 2017

- Volunteered to create a company website for FWCO. See <http://fwco.ca>.

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 using the HTML5 canvas.
- Developed artificially intelligent opponents who could expand their knowledge base by making logical accusations and rationally navigate the gameboard using the A* search algorithm.

Interests

- Artificial intelligence, game design, web development, UI design, teaching/learning, social equality, LGBT+ activism, ethical veganism, yoga, computer and tabletop games, entertainment, pop music, cats.