

## OBJECTIVE

To develop software using the latest and greatest technologies, processes and procedures.  
To work on engaging and complex projects with an incredible group of people.  
To continue challenging myself to learn and grow every day.

## SKILLS

### DEVELOPMENT METHODOLOGY

Agile: Scrum, Sprint, Demo, Retrospective.

### DEVELOPMENT TOOLS

ReactJS, TypeScript, JavaScript, Jest, SCSS/SASS, CSS, HTML5, GIT, NodeJS

### DESIGN TOOLS

Figma, Sketch, Photoshop, Illustrator.

### COMPLIANCE

WCAG 2.1 (AA), GDPR

## QUALIFICATIONS

9+ years of enterprise web development.

Understands data structures, algorithms and time/space complexity.

Experience developing for compliance and accessibility.

Experience developing with the core technologies that comprise the web.

Writes clean, efficient, maintainable code.

## EDUCATION

### MULTI-MEDIA DESIGN AND PRODUCTION DIPLOMA - FANSHAWE COLLEGE - 2012

Studied web development, graphic design, print media, typography, photography, video production, visual effects, 3D modeling, texturing and animation.

### 3D ANIMATION AND CHARACTER DESIGN CERTIFICATE - FANSHAWE COLLEGE - 2013

Studied modeling, sculpting, retopology, texturing, lighting, rendering, rigging, animation, and game development.

## EMPLOYMENT

### WEB DEVELOPMENT ENGINEER II (L5) | October 2021 to Present

#### Amazon.com Inc. - Finance Automation - Global Real-Estate and Facilities - Toronto, ON

Develop internal applications that help Amazon employees manage and automate their corporate offices and facilities.

### WEB APPLICATION DEVELOPER | December 2019 to October 2021 (1 Year, 11 Months)

#### Evertz Microsystems Ltd. - Burlington, ON

Developed and maintained software that supported the video production teams behind live video broadcasts.

### WEB DEVELOPER | August 2017 to December 2019 (2 Years, 5 Months)

#### Thrillworks Inc. - Burlington, ON

Developed large-scale media campaigns and custom components within a variety of Content Management Systems.

### WEB PRODUCTION SPECIALIST | May 2014 to July 2017 (3 Years, 3 Months)

#### Thrillworks Inc. - Burlington, ON

Created and managed large-scale media campaigns and complex websites within a variety of Content Management Systems.

### WEB DEVELOPER AND GRAPHIC ARTIST | September 2013 to May 2014 (8 Months)

#### Right Choice Websites - London, ON

Developed responsive websites for local businesses.

### 3D ARTIST AND UNITY DEVELOPER | May 2013 to July 2013 (2 Months)

#### Slightly Social Inc. - London, ON

Created 3D scenes, objects, characters and animations. Implemented art assets within the Unity game engine.