

# Michael Sweeney

RR1, Durham, ON N0G 1R0

msweene4@uwo.ca

519-377-5405

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## Objective:

To obtain a position working as a Software Engineer, Software Developer, or Software Tester

## Summary of Qualifications and Experience:

- Strong analytical and communication skills, with a great level of accuracy
- Self-directed worker with minimal supervision, who also enjoys working in collaboration
- A sample of projects on GitHub: <https://github.com/msweene4>
- LinkedIn page: <https://www.linkedin.com/in/michael-sweeney-software-engineer/>
- Experience working with Android Studio developing programs
- Proven computer programming skills, and experience with C#, C++, Unity, Excel VBA, JavaScript, HTML, CSS, Node.js, git, MySQL, MongoDB, Java NetBeans, Visual Studio, Quartus, C, Assembly, Angular 4, and Python, WebGL, ThreeJs, opencv
- Experience working with both GitHub and gitbash for development on team projects
- Experience working with object-oriented programming, algorithms, and data structures
- Experience testing software and diagnosing problems/errors resulting from the code
- Strong verbal and written communication skills when collaborating with a group
- Developed a text translator tool for use in Unity using C# scripts
- Knowledge of the Software Development Lifecycle and programming methodologies such as RAD, Agile, Extreme Programming and Scrum and other development methods
- Developed a Java chat room program using client/server programming, multi-threading, and an Amazon Web Service to host the server file, which worked between different devices
- Experience with an Ubuntu Linux Virtual Machine to compile and run Java files and C++ files from the terminal, inside the Virtual Machine
- Experience implementing threading and multitasking in programs
- Knowledge of angular programming from a terminal
- Fast learner, who enjoys challenges, new learning experiences, and solving problems from unique angles
- Exceptional skill with mathematics, with experience tutoring calculus

## Engineering Capstone Project:

Developed a dungeon crawler game using Unity and C#. There was a project group with 3 other students who worked to design and implement the game. The goal of the capstone was to complete a functional and enjoyable dungeon crawler game with procedurally generated maps.

Programming Experience:

C++	2014 - Present
Java	2015 - Present
C#	2016 – Present
Client Server communications (AWS)	2016 - Present
Database Management (MongoDB, SQL)	2017 - Present
Python	2017 - Present
Website Development (HTML, CSS, Node.js, Angular, javascript)	2017 - Present
C and Assembly applications for microcontrollers	2018 - Present

Education:

University of Western Ontario, Software Engineering	2015 – 2019
St. Mary's High School, Owen Sound, ON (OSSD – Ontario Scholar)	2011 – 2015

Work Experience:**Full Stack Developer at KP9 Interactive** Sep 4, 2019 – January 31, 2020

- Started with development in C++ for image recognition AR app in September with opencv.
- Switched focus to web AR platform and created the user experience in the web portal using javascript, html, css, WebGL, and ThreeJS.
- Testing the program and implementing fixes for bugs in the code.

**Participant in the 5<sup>th</sup> Western Hackathon** Nov. 2018

- Created a journal-type app for recording memories using Unity and C#.
- Deployed the build onto an Android smart phone

Current Project:

Created a website to host my job application information with some project demos and information about me.

Interests:

Programming, applying mathematics to simulations of world problems, Augmented Reality, making video games, playing video games, reading, dancing, swimming, kayaking, camping, playing cards, triathlons, strategy games, throwing tomahawks, local sports nights, and welding.