

ROBERT WOLFE

Coordinates available upon request
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SOFTWARE DEVELOPER

Skilled and innovative programmer who loves to solve complex problems. Has a strong penchant for user interfaces and front-end development. Also possesses an overall development skill set. Proven to easily learn new technologies. Thrives while working in a team environment, as collaboration promotes creativity. **Core competencies include:**

Java • C++ • C# • C • Python • DirectX • Unreal • SASS • JavaScript • WordPress • Android • .NET • SQL

EDUCATION

Bachelor of Computer Science (*Highest Honours, CS-CGPA 3.85*) • Game Development Stream • Co-op
Carleton University • Ottawa, Ontario • 2013

Critical and analytical thinking and problem solving in the Talmud • David Shapell's College of Jewish Studies •
Jerusalem, Israel • 2015

PROFESSIONAL EXPERIENCE

Software Developer • 2015 - Present

Project Mishkan • Jerusalem, Israel

- Planned overall class design for a 3D interactive game; developed and tested prototype for market input
- Researched the Unreal Engine API and Documentation to make use of its high end graphics capabilities

Software Developer in Test Co-op • 2012

QNX Software Systems • Ottawa, Ontario

- Wrote test applications for company's Adobe AIR SDK for BlackBerry 10; reported bugs and verified fixes
- Developed scripts in Python for automated device and computer set up

System Engineer Co-op • 2012

bitFence Inc. • Ottawa, Ontario

- Developed Silverlight web application in C#; integrated Telerik GUI with existing database using WCF
- Installed a SharePoint server, integrating it with the developed Silverlight application

Junior Software Engineer Co-op • 2010

General Dynamics Canada • Ottawa, Ontario

- Developed automated test scripts using Python to pinpoint bugs and ensure software reliability
- Fixed bugs in the company's software using their UNIX based development environment, and ClearCase/ClearQuest version control setup

Junior Software Developer Co-op • 2010

GridIron Software • Ottawa, Ontario

- Planned, developed, and tested a top-tier paid subscription-based feature for the company's product
- Improved installers and updaters for Mac/Windows using Objective-C and C++/CLI respectfully

Research Assistant • 2009

Carleton University • Ottawa, Ontario

- Developed a better understanding of how gesture recognition should be implemented
- Created a normalized sample for gesture recognition by computing and analyzing data samples from an accelerometer