

COLTON PHILLIPS

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TRANSCRIPT
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REFERENCES
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EDUCATION
University of Victoria (UVic)
Bachelor of Software Engineering

EXPERIENCE

Freelance Programming Tutor

Victoria, BC— 2016-2017

One-on-one teaching with UVic and Camosun university students. The topics included beginner and intermediate programming, computer science, engineering and mathematics.

- Taught programming in C, C++, Java, Python, and Assembly.

Website Developer, Laughing Hand

Victoria, BC— 2014-2017

The website features high-resolution art, photos, videos, and stories of urban artist Keith McKellar's life and art.

- Maintained and iterated legacy HTML and Javascript code
- Improved the site to have faster load times through smarter image compression
- Assembled an art book using Adobe Premiere and Adobe Photoshop

Unity Plugin Programmer, Tap For Tap

Victoria, BC — 2014

Integrated a mobile ad exchange network service into a easy-to-use Unity plugin.

- Implemented a C# program to use the Tap For Tap HTTP API
- Created Unity drag-and-drop plugin for use in an ad driven mobile game

Wikipedia RESTful API Software Programmer, UVic Economics Faculty

Victoria, BC — 2013

Collaborated with a professor to research and develop software accessing the Wikipedia API and exporting meta information about articles into a CSV database.

- Designed 3-stage Class-based approach to solve the problem in Python
- Articles are received in XML and parsed with the BeautifulSoup module

Video Game Programmer, InLight Entertainment

Victoria, BC — 2012

Member of the team cooperating on two childrens' video games for the Leapfrog game console.

- Lead C++ programmer on Roly Poly Picnic 2 and Splurgle
- Helped ship two successful video games on time
- Managed the project by keeping on top of time-critical tasks
- Expanded my role to include level design and technical artist

Software Programmer, LOUD Technologies

Victoria, BC — 2011

Worked on EAW Resolution, a 3D acoustic modeling program, and the Martin Governor, an embedded system that networks with and configures stadium speakers.

- Cross platform localization of C++ JUCE app using GNU gettext
- Unit tested, documented, and developed Assembly software for the Governor
- Designed, built, and documented a compiler which achieved 60% reduction on the Governor's software, which is written in Assembly

Quality Assurance, HP Autonomy

Calgary, AB — 2010

Assisted in the release of Keyview, a big data search/processing app for enterprises.

- Designed and executed automated test suites of Autonomy's software product line across popular operating systems
- Investigated and reported on product defects, patches, and new features
- Remote troubleshooting and maintenance of test machine network using Putty and ssh into Linux servers.

TECHNICAL SKILLS

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|--------------------------|---|
| Programming | <ul style="list-style-type: none">• 8 months of developer work experience with Python and C/C++• 4 months of QA work experience with C/C++ and Assembly• Moderate knowledge of Java, C#, JS, Lua, GML from class and hobby work• Experience with version control systems Git, and SVN• Embedded experience including MXQ RTOS, Android, ROBOTC and others |
| Operating Systems | <ul style="list-style-type: none">• 3 years development experience in Windows, Linux, and Mac• 4 months of QA experience in Windows, Mac, and many Linux servers |
| IDE's | <ul style="list-style-type: none">• Experience with Visual Studio, Eclipse, Xcode, and Kinetis Design Studio |
| Databases | <ul style="list-style-type: none">• Experience creating/querying/editing MySQL and Microsoft Access databases |
| Web Based | <ul style="list-style-type: none">• Developed a Python Flask website that uses Jinja HTML templating• 4 months work experience in HTML, XML, Javascript, and PHP |
| Design | <ul style="list-style-type: none">• 4 months work experience using Adobe Photoshop and Flash for games |

INTERESTS

- Programming languages, gardening, videography, music, painting, guitars and vim

VOLUNTEERING

- UVic GameDev UVSS club Cofounder. Presided over the club numerous years.
- Organized workshops and video game jams for UVic GameDev: Global Game Jam, Platformer Game Jam, Spooky Game Jam, and Halloween Game Jam
- Helped UVic Computer Science faculty expose the public to games and virtual reality experiences at the GottaCon gaming convention
- Worked with UVic Technology and Society faculty to demo games at the Games Without Frontiers event twice
- Game Maker's Guild group moderator