

Dalton Virtue

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Skills

HTML5, CSS, Ruby Javascript/Typescript VSCode, Node.js, npm, Ruby on Rails	SQL, PHP Microsoft SQL Server, MySQL, phpMyAdmin, Laravel, PHPStorm	Swift, Kotlin XCode + SwiftUI, Android Studio + Java/Kotlin	C/C++/C# .NET, Visual Studio, Unity Game Engine + PlasticSCM, Nana C++
Python matplotlib, pandas, tkinter	Java IntelliJ IDEA, libGDX, JavaFX	Cross Platform React, Dart + Flutter, Angular	GitHub, APIs, UI/UX Postman, JIRA, Azure DevOps

Education

General Degree in Computer Science, Minor in Mathematics Sep 2019 - May 2024
University of Windsor

- Core & complex concepts of programming such as data structures, time complexity, operating systems, CPU architecture, interfaces, memory, database/networking concepts, languages such as C, Java, HTML, CSS, Javascript, & SQL.
- Linear algebra, calculus, numerical analysis for computer scientists, statistics for the sciences.

Diploma, Mobile Applications Development Sep 2021 - May 2024
St. Clair College

- Project workflow with GitHub, web development front end (HTML, CSS, Javascript) & back-end (PHP, SQL), developing GUIs, using IDEs (Visual Studio + VSCode, IntelliJ, PHPStorm, Eclipse), developing mobile applications for Android & Apple devices (Android Studio, XCode), game design (Java with JavaFX, C# with Unity), using frameworks (Angular, Flutter, Laravel, Ruby on Rails), working with APIs, UI/UX concepts, documentation of code.

Professional Experience

Full Stack Developer, Univerus Software Inc.
R&D: Unity Assets Software, Univerus Energy & Water: MDM (Meter Data Management Software)
Sep 2024 - present

- Development & conversion of industry-standard utility software for urban planning & energy companies in Canada, Australia, New Zealand, & USA.
- Using front-end frameworks like React + Material UI & Angular over multiple products to create interactive components.
- Using back-end frameworks like .NET with C# to create endpoints for the APIs of multiple products.
- Exposure to complex database structures and concepts such as views, LUTs, triggers, stored procedures, & migrations using Microsoft SQL Server.
- Creation of mobile applications using Android Studio & XCode.
- Agile work environment, using Jira for ticket management, Azure DevOps for version control, & XWiki for project documentation.

Commercial Software Developer, University of Windsor (SOTAES Inc.)
Feb 2023 - Sep 2024 (1 year, 7 months)

- Developing academic software that models thermo fluid dynamics.
- Exploring visualization concepts by graphing large amounts of data in 2D/3D with custom built 3D engines, using 3D libraries, and 2D/3D interpolation methods. Creating GUIs in C++ using the Nana C++ library with Visual Studio IDE and Python with matplotlib, pandas, & tkinter.

Website: virtued.dev

LinkedIn: linkedin.com/in/virtued

GitHub: github.com/vvirtuee

Programming Teacher, Code Ninjas Windsor

Apr 2022 - Sep 2023 (1 year, 5 months)

- Educating children aged 7 - 16 on various core computer science concepts such as syntax, data structures, debugging practices, etc.
- Teaching coding languages such as Javascript, Lua (Roblox), and Unity C# in respective order.

Co-Op Jr. Support Analyst, Windsor Regional Hospital Ouellette with Transform IT

Feb 2019 - Jun 2019 (5 months, 200+ hours)

- Learned about network maps, network addressing, protocols, updating network information to new devices.
- Deploying and decommissioning PCs/printers, re-building PCS, re-imaging PCs, registering new PCs to domains and assigning addresses accordingly through SCCM and Citrix software.

References

Available upon request