

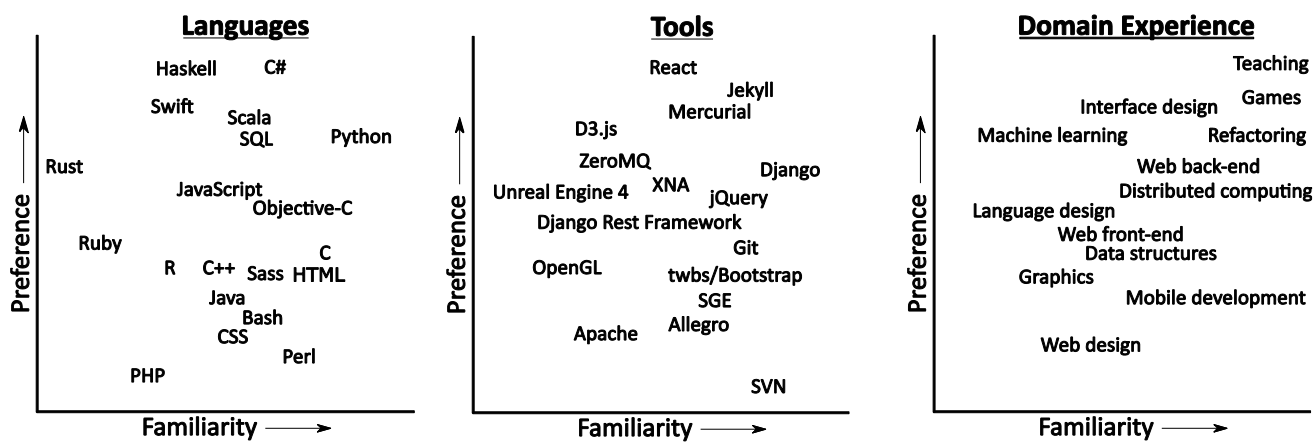
Christopher Cooper

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TECHNICAL SKILLS



- Extensive experience tutoring and mentoring programmers from first code to advanced concepts
- Passionate and experienced in refactoring codebases
- Able to assess and learn potential tools quickly
- Well-practiced knowledge of functional, object-orientated, and multi-threaded programming
- Comfortable in Windows, Mac, Linux operating systems

RELEVANT EXPERIENCE

Personal Programming Projects

Feb 2007 – present

- Created a wide variety of simulations and games for assignments and personal interest
- Independently explored many languages, libraries, and platforms (see Quixotic-Chris.com/projects)
- Constantly seeking new tools, challenges, and concepts for future projects
- Projects include:
 - Chaotic Mind – C#/XNA top-down shooter in a shapeshifting maze
 - Quixotic-Chris.com – personal website/blog with Jekyll and React
 - Haskell Raytracer – diffuse shading of spheres
 - SQPR – “Caesar III”-style city-building game implemented in C with Allegro Game Library
 - C++ Genetic algorithms – experimentation with equation values and lengths
 - GL Tanks – C++ and OpenGL 3D tank arena game with time control and enemy AI
 - Rosalind Algorithmic Heights solvers – programming and algorithmic challenges
 - Qcumber – Open course catalog (see full description in above section)

Ontario Institute for Cancer Research, Informatics & Biocomputing

Jun 2013 – May 2015

Software Engineer/Bioinformatics Analyst

(Toronto, Ontario)

- Taught and assisted with programming skills for 25 biologists, statisticians, and other researchers
- Significantly refactored and expanded lab systems to support better computing cluster use and software distribution via build systems and ZeroMQ-based monitoring
- Implemented tools in Perl, R, and C for data sampling, distributed computing, and relational database storage of clinical and other data
- Technical interviews: responsible for the software engineering assessment of 50-60 research and software candidates over 16 months
- Gave presentations to teach a variety of computer science topics, including templating languages, source control techniques, binary, and digital logic

Microsoft Corporation, Xbox LIVE Team
Software Development Engineer in Test Intern

May 2012 – Aug 2012
(Redmond, Washington)

- Gathered requirements, designed and developed an automated test code coverage reporting application for the LIVE web team
- Refactored test code architecture, producing a significant net code reduction while increasing test pass rates

Xtreme Labs Inc.
Agile Engineer Intern

May 2010 – Sep 2010, May 2011 – Sep 2011
(Toronto, Ontario)

- One of two interns out of 35 to receive highest evaluation - "Outstanding"
- Spearheaded a series of seminars on iOS, which expanded over the semester to ~8 seminars, ranging from Playbook Test Frameworks to new iOS5 features and tools
- Notable projects:
 - Led refactoring of a high-profile iOS sports application, involving 11 other developers. Instructed other developers on iOS techniques, and handling complex API inconsistencies
 - Successfully migrated a client's Django web application from development to staging server, and programmatically synchronized their third-party Customer Relations Management system with Amazon Marketplace Web Services information

Ladies Learning Code
Mentor

Dec 2014 – Mar 2015
(Toronto, Ontario)

- Assisted with workshops for children and adults in web skills and Python
- Created extra goals to challenge learners, and rapidly helped struggling learners back to speed

EDUCATION

Bachelor of Computing, Honors (Computer Science Specialization)

Sep 2009 – May 2014

- Queen's University, Kingston; School of Computing
- Course highlights: *Advanced Algorithms, Operating Systems, Computer Networks, Graphics, Compilers, Neural Networks and Genetic Algorithms, Computational Neuroscience*

AWARDS, ACHIEVEMENTS, & INTERESTS

- Top 4% overall in Stack Overflow reputation *2010 – present*
- NSERC Industrial Undergraduate Student Research Award (USRA) *Summer 2010*
- Valedictorian, Lisgar Collegiate Institute *Jun 2009*
- 1st place team in East– Educational Computing Organization of Ontario contest *Apr 2009*

Competitive Soccer

1997 – present

- Ontario Soccer League (MJ District East) in 2014 and 2015
- Dedicated to the Ottawa Internationals for 12 years (1997-2009)

Mandarin Chinese

2014 – present

- Independently acquired unofficial HSK (汉语水平考试) level 2.5 vocabulary (reading and speech)

A Few More of My Favorite Things

- iPython, Richard Feynman, laughter therapy, Lionel Messi, commit message puns, SRS learning