

COREY JACK WILSON

COREYJACKWILSON.ME

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VANCOUVER, BC

TECHNICAL SKILLS

LANGUAGES	DEVELOPMENT	WEB	ENVIRONMENT	TESTING	DATABASE
Java	Git	React/Redux	Docker	TDD	Postgres
C/C++	Kanban/Scrum	Hanami/Rails	AWS	Gitlab	MongoDB
Obj-C/Swift	CI/CD/CR	NodeJS	Digital Ocean	Selenium	Redis
Ruby	HCI/UI/UX	GraphQL	Heroku	Mutation	RDS
JS/HTML/CSS	LEAN	REST/SOAP	Linux	Integration	Optimization
Erlang/Haskell	UML	Flask/Django	macOS/iOS	E2E	OLTP/OLAP
Python	Agile	MVC	Android	Acceptance	ERD

WORK EXPERIENCE

FULL STACK DEVELOPER, SPOCKET

APRIL, 2017 - AUGUST, 2017

- Lead a startup development team in creating a drop-shipping e-commerce platform with integration into Etsy and Shopify APIs.
- Designed and implemented a progressive single page application built in React/Redux with a RESTful API built in Hanami/Postgres.
- Taught best agile practices, Kanban, Scrum, and Sprint Retrospectives. Lead DevOps in implementing a full CI/CD/CR process.

JUNIOR QUALITY ANALYST, TASKTOP

SEPTEMBER, 2016 - APRIL, 2017

- Standardized manual testing practices, designed and implemented automated functional verification and integration tests.
- Performed monitoring, investigation and reporting of daily component builds using Jenkins to meet team CI/CD objectives.
- Independently researched, developed, and successfully launched an ALM component for the Tasktop connectors suite.

HONOURS, ACTIVITIES, AND AFFILIATIONS

HACKER, NWHACKS

JANUARY, 2018

- Developed and deployed a React/Redux and Django web application to detect and gather children emotions using a Raspberry Pi.
- Trained a convolutional neural network using OpenCV and TensorFlow using a 15K image dataset to achieve high accuracy.
- Demoed the MVP to judges, won the RBC 'Best Streaming Application' and Wolfram Award, and placed in the top 10 of 150 teams.

HACKER, VANCOUVER STARTUP WEEK

SEPTEMBER, 2016

- Collaborated in a team to develop a MEAN stack web application to display rental statistics for Vancouver neighbourhoods.
- Engaged with local Vancouver startup CEOs and participated in advising workshops lead by local business mentors.
- Presented the prototype in the final round to a group of startup advisors in order to gain guidance on how to market the product.

VOLUNTEER, UBC DISCOVER SCIENCE

JUNE, 2016

- Lead a classroom of elementary school students through an introduction to programming workshop.
- Helped students work through tutorials written in Scratch to learn basic computer science concepts.
- Answered questions from grade school teachers and provided additional material for in class followup.

PERSONAL TECHNICAL PROJECTS

LETT.IO

OCTOBER, 2016 - MAY, 2017

- Acting as scrum master and lead developer to automate the processes for an ex-patriot relocation apartment finding service.
- Designing and developing a web application for property managers to administer apartment listings and collect rent payments.
- Co-ordinating with the product owner, startup advisor, designer and other developers to forge together a top-notch startup.
- Technologies used: Hanami, React, Redux, Postgres, Docker, Gitlab.

ACADEMIC TECHNICAL PROJECTS

LOCL

SEPTEMBER, 2015 - DECEMBER, 2015

- Led a group of four people to develop a mobile application for buying and selling items using Bluetooth LE.
- Implemented an optimal caching algorithm and achieved minimum data usage and battery consumption.
- Established an efficient and robust REST accessible database for the serving of OLTP and OLAP goals.
- Technologies used: React Native, Objective-C, Swift, Bluetooth LE, Amazon E3, SQL, REST, UPCSearch API.

TRIP-O-POTAMUS

JUNE, 2015 - AUGUST, 2015

- Lead a group of four people in the development of a web based game based on saving money on car sharing services.
- Produced a highly responsive front end using Javascript and Ajax.
- Performed rigorous automated testing to verify a high quality of code and used Selenium to verify overall usability.
- Technologies used: Django, Javascript, Ajax, SQLite, Selenium, REST, Amazon API, Google Maps API, PythonAnywhere.

RESTAURANT QUIZ

SEPTEMBER, 2014 - DECEMBER, 2014

- Worked with a partner to create a mobile Android game that prompts the user to guess the location of a restaurant in Vancouver.
- Implemented overlay graphics (a direction arrow) to provide hints based on the restaurant's GPS location and user's last guess.
- Adhered to strict design principles and patterns to support high cohesion and reduce coupling.
- Technologies used: Android, Java, JUnit, Yelp API, Google Maps API, GPS.

WHISTLE

SEPTEMBER, 2013 - DECEMBER, 2013

- Inspired by the problem of campus attacks, developed an application to protect oneself through the use of a smartphone.
- Taught myself basic Objective-C and iOS development using online tutorials and self research.
- Created an application that would sound an alarm, blink the camera LED, post GPS co-ordinates to a Twitter feed, and dial 911.
- Technologies used: iOS, Objective-C, HCI, Twitter API, Facebook API, GPS.

EDUCATION

BACHELOR OF COMPUTER SCIENCE, UNIVERSITY OF BRITISH COLUMBIA SEPTEMBER, 2014 - DECEMBER, 2016

- Expected Graduation Ceremony: May, 2018.

BACHELOR OF ARTS, UNIVERSITY OF BRITISH COLUMBIA

SEPTEMBER, 2011 - AUGUST, 2014

- Honours Philosophy, Minor Political Science.

INTERESTS

- Hacking, Tinkering, Repairing, Raspberry Pi, Arduino.
- Camping, Hiking, Bicycle Touring, Travelling.
- Rat Fancying, Animal Welfare, Political Activism.