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Objective	To obtain a Software Engineering position at an industry leading technology company.
Education	<i>University of British Columbia, Vancouver, British Columbia</i>
2021 - Present	Bachelor's Degree in Computer Science. Grade point average: 4.0 out of a possible 4.3.
2011 - 2017	<i>University of Alberta, Edmonton, Alberta</i> Bachelor's Degree in Petroleum Engineering. Grade point average: 3.6 out of a possible 4.0. Awarded 1 st place in the Petroleum Engineering Design Competition in 2016.
Employment	<i>Copperleaf Technologies, Vancouver, British Columbia</i>
2017 - 2021	Began as an Implementation Consultant in 2017. Promoted to Consultant in 2019 and Senior Consultant in 2021. Responsible for managing the schedule, scope, and costs for up to seven concurrent software implementation projects. Developed, tested, and rapidly deployed risk and financial models using C#. Processed and migrated client data using Python, Microsoft Excel VBA, and Oracle SQL. Prepared software specs to communicate system requirements to both the client and development teams. Supported Sales and Client Success teams in securing over one million dollars in services contracts. Mentored and trained five junior consultants.
Jan - Aug 2015	<i>Pengrowth Energy, Calgary, AB</i> Worked for eight months as an Engineering Intern. Used software to create pipeline and infrastructure maps. Performed engineering analysis calculations on reservoirs using production, pressure, and gas analysis data. Created software models to accurately predict reserve values for gas reservoirs.
May - Dec 2013	<i>Red River Oil Inc., Calgary, AB</i> Worked for eight months as an Engineering Intern. Collaborated on the planning and construction of a water injection facility. Designed a database to organize technical oil well data. Prepared drilling and completions programs to be sent to the field.
Leadership	<i>Awards</i> University of Alberta Academic Excellence Entrance Scholarship, 2011; 1 st Place in the University of Alberta Petroleum Engineering Design Competition, 2016; 3 rd Place in Hack Camp Hackathon. <i>Technical Projects</i> Created an Instagram clone using images from the NASA Astronomy Picture of the Day API. Built with ReactJS, using Material UI component library and Framer Motion animation framework. Created a personal software development portfolio website replicating the look and feel of a desktop from the late 1990s. Built with ReactJS, using the Bootstrap CSS library and Framer Motion animation framework.
References	Available upon request.