MARC ANGERS

Junior Software Developer

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github.com/marcangers

Overview

Junior software developer with **3 years** professional experience. **JavaScript** and **C#** enthusiast with a focus on **usability and performance**. Experienced with **full-stack programming** and **Agile design philosophy**.

Education

B. ENG SOFTWARE, CO-OP Carleton University
8.34 CGPA | **2017-2022**

Experience

JUNIOR SOFTWARE DEVELOPER
Canadian Bank Note Company | **May 2023-Present**
> Managed and updated package installations on remote servers.
> Expanded on existing backend workflow functionality to streamline profile management for our services.
> Currently developing an updated user registration experience for our online lottery platforms.

SOFTWARE DEVELOPER INTERN
RVezy | **May 2022-August 2022**
> Helped to migrate our existing notification and email service to Braze.
> Moved company secrets stored within the codebase to a Hashicorp Vault.

SOFTWARE DEVELOPER INTERN
iBwave Solutions inc. | **May 2021-August 2021**
> Worked on different existing and new systems to improve our network simulation and optimization software.
> Helped to update our software to keep up with new innovative hardware releases such as 5GNR.
> Gained experience as part of an Agile Scrum team.

SOFTWARE DEVELOPER INTERN
CaseWare IDEA | **January 2020-January 2021**
> Developed programs and systems to help improve our deep analytics software.
> Implemented a new streamlined version of the licensing model used within the software.
> Worked on the creation and development of a new cloud-based version of our software.
> Gained experience as part of an Agile Kanban team.

SOFTWARE DEVELOPER & QA SUPPORT INTERN
Techinsights | **May-August 2017 & 2018**
> Developed and released an internal software tool for use by the engineering team.

Technical Skills

DEVOPS
Git//GitHub
Azure//Jira
AWS

DATABASE
SQL//MySQL

LANGUAGES & FRAMEWORKS
C#//C++//C//Unreal
JS//TS//CSS//HTML
Node.js//AngularJS
.NET Core//SignalR
Java//Python//Flask

Personal Projects

CASTLE DEFENSE GAME
C#//Typescript | **January 2020-Present**
> Created a web-based castle defense game withsingle player and multiplayer modes.
> Developed a back-end server architecture in C# .NET Core, using SignalR to push events to the AngularJS front-end in real time.

AUDIO VISUALIZER
JavaScript | **November 2018**
> Created a web-based audio visualizing tool inJavaScript.
> Gained knowledge on Fast Fourier Transformsand digital signal processing
> Currently hosting the app on an Amazon S3 server for routine use:
http://bronsonbeatfactory.s3-website.ca-central-1.amazonaws.com/html/visualizer.html

SOLITAIRE
C++ | **April 2017-May 2017**
> Developed, tested, and polished a Solitaire game in C++.
> Learned many aspects of software development from syntactical knowledge of C++,to optimizing the efficiency of functions, to testing and debugging code.

Interests

Gaming Carleton University Varsity and JuniorVarsity Overwatch team | **2019-2021**
Sports Carleton University Varsity Rugby team, Carleton University Ultimate Frisbee B team | **2022**
Music Piano, High School Bands | **2005-Present**