

Cole Horvat

Email: ColeHorvat@gmail.com

Website: <https://cohorvat.com/>

Location: Langley, British Columbia

EDUCATION

Thompson Rivers University

Expected Graduation: October 2022

Bachelor of Computer Science, Fourth Year

Relevant coursework: Data Structures, Algorithm Analysis, and Program Design;
Web-Based Information Systems; Object-Oriented Design & Programming; Algorithm Design & Analysis

EMPLOYMENT

Web Developer, Kai Analytics

May 2021 - Present

- Designed and developed the back-end for the Unigrams product page using the Python framework, Flask.
- Integrated REST APIs for customer relationship management systems, one-time payments, and subscriptions.
- Added tools for ease of development like unit testing, end-to-end testing, a continuous integration pipeline, and containerization with Docker.

Software Developer (Co-op), XOMBO

June 2020 – April 2021

- Integrated Instagram's GraphQL API to authorize users, retrieve images, and display images in the app.
- Built an item order and subscription system using PHP, MySQL and REST APIs.
- Trained incoming developers and wrote documentation on architecture and best practices for new employees.

ACTIVITIES

Student, Bit Project Serverless Camp 2022 - Participated in an 8-week bootcamp learning about Azure Serverless Functions in Node. Learned with practical assignments such as uploading and downloading images from blob storage, using Azure Face API and GIPHY API to retrieve a gif based on the user's emotions, and more. (<https://github.com/ColeHorvat/serverless-camp>)

Participant, Global Game Jam 2020 - 2022 - Participated in Global Game Jam, one of the largest game jams in the world, from 2020 to 2022. Developed and shipped a product in a multidisciplinary team in a 48 to 96 hour period. Got great feedback on the games developed during the events. (<https://globalgamejam.org/users/rabidblueberry>)

PROJECTS

ShopHopper Webscrapers - Built a set of web scrapers using Node.js for the capstone project of my computer science degree with two other peers. The Lightspeed eCommerce implementation which I worked on scraped ~1200 products. Our client was incredibly happy with the results of our project. (<https://github.com/ColeHorvat/2022-Webscraper-Project>)

Play.gg - Built a prototype React Native application that is used to track the status of friends on Steam and other gaming platforms. Implemented Steam status tracking using the Steam Web API. Made initial design using Adobe XD. (<https://github.com/ColeHorvat/play.gg-app>)

APPLICABLE TECHNICAL SKILLS

Languages: Java, C#, C, C++, Python, HTML, CSS, JavaScript, PHP, XML

Frameworks: Next.js, React, Three.js, Node.js, Flask, TailwindCSS

Databases: MySQL, SQLite, Firebase, MongoDB

Tools: REST, GraphQL, Nginx, Figma, DigitalOcean, AWS, Azure Serverless, Unity, Git, Adobe XD, WebSocket, Linux, Android Studio, Gunicorn