# ALEX BAXTER

## SOFTWARE ENGINEER

📞 1-519-494-0179

✉️ alexbaxter55@gmail.com

🌐 https://miphisto55.github.io/Portfolio/

🏠 69 Wexford Ave, London, ON, CA

## SKILLS

- Java
- C
- C++
- C#
- Git
- HTML5
- CSS
- Oracle SQL
- Relational Databases
- Unity
- Photoshop
- Visual Studio

## EDUCATION

### Fanshawe College — Currently Enrolled
JANUARY 2021 – PRESENT

- Computer Programming and Analysis
  Dean's Honour List, 4.2 GPA

### University of Western Ontario — H.B.Sc
SEPTEMBER 2010 – APRIL 2015

- Bachelor of Science: Honours
  Major in Medical Science, Major in Biology
  Dean's Honour List

## SUMMARY

I am a passionate learner and problem solver. I love to solve puzzles and dissect systems to find how they work, why they work, and discover ways to make them useful. I spend most of my free time learning new software, programming concepts, or keeping up with scientific discoveries and new insights. Programming is the perfect combination of all the things I love to do: problem solving, creative thinking, processing logical thought, and understanding both low-level concepts and high-level concepts. I learn very quickly.

My curiosity and desire for knowledge initially led me to doing an undergraduate double major in Medical Science and Biology at Western University. The skills and work ethic that I developed there served to help me greatly when I transitioned to learning computer programming and software engineering — allowing me to acquire and maintain a 4.2 GPA in my college program.

I am a peer mentor at Fanshawe for my fellow classmates and Vice President of the Fanshawe Game Development Club. I go above and beyond what is required of me, and always strive for 100% in any project I find myself working on.

## PROJECTS

**BAXSTAR'S RPG - Console-based RPG written in Java**
*Individual Project*

A text-based Role Playing Game written in Java. The game was designed using Object Oriented Programming principles. The system architecture makes use of inheritence, polymorphism, abstract classes, enumerations, interfaces, file and audio streaming. I constructed a UML diagram to organize the API framework as progress continued. The project began development 5 weeks after my first introduction to programming. I completed the project after 4 weeks of work. A playable .jar file is included on my website, as well as a YouTube video demo.

**FALL FOR HALLOWEEN - 2-D Shooter written in C#**
*Individual Project*

This game was written using the Unity Game Engine in 4 days for a "Game Jam". The challenge was to create a complete game in 5 days from scratch based on the theme "Fall". The project was created using Object Oriented Programming principles in mind, and extensively uses the Unity Engine's API and editor. Most art, animation, and effects were created by myself using Aseprite, Photoshop, Audacity, and the Unity Editor. A downloadable .exe for Windows and a WebGL build are available on my website to play.

## WORK EXPERIENCE

**LIVER CARE CANADA — Logistics Manager**
*SEPTEMBER 2015 – DECEMBER 2020*

- Scheduling and route development for company drivers.
- Ensuring prescription drugs, and other deliveries are made on schedule.
- Maintaining constant communication with drivers throughout the day, and after working hours.
- Coordinating and communicating with patients
- Corresponding with pharmacists, doctors, nurses, and insurance companies to ensure patient care is seamless and thorough.
- Tracking inventory usage (drug) and reporting to Chief of Finance.
- Resolving patient, prescriber, and insurance concerns.
- Company "Care Captain" for drivers, i.e Overseeing manager responsible for driver expenses, hours, and payroll.
- Data entry and upkeep with patient treatment using Microsoft Excel and Nexsys.

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## WORK EXPERIENCE

**TIM HORTONS — Food Service Supervisor**
*MAY 2010 – SEPTEMBER 2015*

- Product receiving and storage.
- Baking and food preparation.
- Food and Health Safety representative.
- Customer Service and Satisfaction.

**CANADIAN PROPERTY STARS** — Independant Contractor
*MAY 2014 – AUGUST 2014 | MAY 2015 – AUGUST 2015*

- Door to door sales.
- Manual Labour — Lawn aeration, driveway sealing, and window cleaning.

**PRAIRIE BLASTING AND PAINTING — Sand Blaster, Painter, and Labourer**
*MAY 2013 – AUGUST 2013*

- Sand blasting industrial steel (Potash mines near Esterhazy Saskatchewan).
- Painting/coating using two component industrial epoxy paint.

## VOLUNTEER EXPERIENCE

**VICTORIA HOSPITAL | LONDON HEALTH SCIENCES CENTRE — Paediatrics Emergency Room**
*MAY 2013 – AUGUST 2013*

- Recruitment Officer for scientific studies
- Dicussing experimental procedures and overarching objectives with patients.
- Recruiting patients into studies, and carrying out experimental procedures.

**GRAPHICS DESINGER — Photoshop**
*JANUARY 2003 – PRESENT*

- Numerable design projects over many years.
- Both paid (for companies) and unpaid projects (family events and acquaintaces).

**HOLY SPIRIT MARCHING BAND OF LONDON — Flutist**
*JANUARY 2006 – SEPTEMBER 2009*

- Band member.
- Conducting concerts, and marching processions for charities and non-profit events in many cities and towns across Southwestern Ontario.

## HOBBIES

- Music — Self-taught pianist, flutist, and music producer.
- Archery — Self-taught bowyer, and fletcher.
- Graphics Designer
- YouTube channel — Video Game Commentary (30,000 subscriber base)
- Game Designer and developer
- Elementary proficiency in: Japanese, and Portuguese

## ACHIEVEMENTS

- Canadian Property Stars — 2014 Performance Award "The Human Encyclopedia"
- University of Western Ontario graduate with honours.
- 1st Place - Fanshawe Game Development Club - Game Jam #1 "Fall"
- Fanshawe College Dean's List