Christopher Drury | Computer Engineering

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Summary of Qualifications

- Past data extraction, and manipulation projects
- Python, C#, C++, and Java experienced
- Experienced in automated testing
- Previous work in fast-paced Agile development

Experience

Leonardo DRS TCL   **August 2019 – December 2019**
Software Engineering – Software Engineering Co-op
- Mentored and directed a team of 4 students throughout major milestone projects.
- Delivered a major Java project responsible for downloading black box data and creating new ARINC frame types.
- Safely tested communication between project consoles and active black boxes.
- Created multiple test cases for hardware and software projects, ensuring high quality product realeases.
- Wrote 90+ pages of Confluence documentation for multiple projects and onboarding to support future projects.

Curtiss-Wright Defense Solutions   **January 2019 – April 2019**
Software Engineering – Software Engineering Student
- Developed a long-term automated testing framework for ruggedized SBCs using TestStand 2017 and python 3.7.
- Created multiple new testing reports to be automatically generated after SBC and switching product testing.
- Saved 96 hours of testing per release by introducing functional automated testing, removing all manual testing.
- Automated web interface testing for SBC and switching product tests using Python and Selenium.

Wind River Systems   **May 2018 – August 2018**
Information Development Student - Software Developer
- Delivered a Python project responsible for converting markup in more than 900 VxWorks source files.
- Created a Python project to gather information from JIRA's REST API and generate JIRA project status reports.
- Oversaw the completion of a web interface for a JIRA project status report generator.

Projects

Hex ARPG   **July 2018 - Present**
- Creating isometric ARPG using C# and Unity Engine.
- Uses procedural map generation featuring hex tiles.

GoldRushTD   **January 2018 - April 2018**
- Created Tower Defense game in Java using LibGDX with heavy emphasis on modularity and class inheritance.
- Player creates multiple unique towers and defends mine from waves of enemies.

Volunteer Work

- Prepared breakfasts for Jimmy Pratt Memorial Breakfast program.   2017
- Operated telephones at Heart and Stroke Radio-a-thon.   2017
- Monitored telephones for Memorial University's WalkSafe program.   2016

Education

Memorial University of Newfoundland, St. John's, NL   **September 2015 - Present**
Faculty of Engineering and Applied Science.
Expected Graduation for 2020. Bachelor of Computer Engineering.

Awards and Scholarships

- PEGNL W.W. Cossitt Award   2019
- Seaside Bursary for outstanding balance of extra-curricular activities and school academics.   2015
- Memorial University Entrance Scholarship nominated by Eastern Shore District High.   2015