Dave Cope

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Objective

A fulltime software development position that is challenging, rewarding and will employ my existing software development expertise.

Portfolio

I *strongly* encourage you to take a look at my website. It contains detailed descriptions of my past work experience, and many screenshots/samples of software I have written. Please visit: dwcope.freeshell.org/work/

Skills Summary

- Over twelve years of experience programming computers.
- Work very effectively within a team environment.
- A graduate from the University of Waterloo with excellent grades and academic achievements.
- Experience developing commercial software using C/C++ and Java.

Education

1998 - 2003 University of Waterloo — Waterloo, Ontario

- Bachelor of Math in Computer Science with Combinatorics and Optimizations Minor
- Co-op Degree

1993 - 1998 College Avenue Secondary School — Woodstock, Ontario

- Ontario Secondary School Diploma

1994 Deep River Science Academy — Deep River, Ontario

- Received two physics credits while on co-op at Chalk River Nuclear Laboratories (CRNL) for Atomic Energy of Canada Ltd. (AECL)

Computer Proficiency

I have been using computers for most of my life and I have gained experience with a large number of computer systems and programs. These are just a few of the applications I am experienced with:

Applications

- Vim
- Visual C++
- Revision Control Systems (CVS and Perforce)
- GDB/DDD/VC Debugger
- Linux (various distributions)
- MS Windows (3.1 / 9X / NT / 2000 / XP)

Programming Languages

C/C++, Assembly (x86, some 6502 and MIPs), Java, Perl, Pascal, Lua, plus many others.

Work Experience

Electronic Arts Canada (see www.ea.com) 8 months (2 Co-op terms)

While employed at EA, I worked on the EA graphics library (EAGL). EAGL is a cross-platform graphics library for realtime graphics. Many EA titles for the PS2, XBox, Gamecube and PC use the EAGL library to render their incredible 3D graphics.
Primarily, I worked on the PC runtime for the graphics library. However, I also worked on portions of the graphics pipeline used to pre-compile art assets.
A portion of my job involved trouble shooting and assisting game teams that were using EAGL. I implemented several graphical effects needed by game teams for fixed function and programmable graphics hardware using DirectX 8.1.

Sybase/iAnywhere Solutions (see www.ianywhere.com) 8 months (2 Co-op terms)

During my first work term at Sybase I was a developer for the database engine team. I was responsible for researching algorithms that could be used to solve the index selection problem.
During my second term I joined the wireless development team. I implemented a Java Messaging Service (JMS) component that will allow the upcoming messaging software to send text messages to cell phones and pagers via a third party network. I also implemented a generic test suite for Sybase's JMS implementations.

Okino Computer Graphics (see www.okino.com) 8 months (2 Co-op terms)

Okino Computer Graphics leads the market for 3D file format conversion. While at Okino I developed complex import and export converters for the FACT file format. I made architectural changes to Okino's software toolkit that greatly increased the performance of Okino's products. I also performed cross platform GUI development using the wxWindow toolkit.

Math Tutor 8 months

I tutored classical and linear algebra for the University of Waterloo's tutorial center.

Oxford County Library - Community Access Program (see www.ocl.net) 10 weeks

I designed and coded a large web site for CAP with a team of HTML designers. I was responsible for all of the CGI programming done for the site, which included guest books and an online calendar. During the job I went into the community to research and collect media to create public web sites.

Computer Support ongoing

I have gained a large amount of experience setting up a wide range of computers and installing hardware and software for clients.

Awards Scholarships

- Received the Nortel Networks Undergraduate Scholarship.
- Placed in the 98^{th} percentile for the Sir Isaac Newton Physics contest
- Received the Governor General award for having the highest OAC average (97.3%) in my graduating year at high school.
- Received the gold medal for my final graphics project for CS488 (Introduction to Computer Graphics). I also received a mark of 99% in the course.