

Cody Howarth

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EDUCATION

UNIVERSITY OF TORONTO

HONS. BSc IN COMPUTER SCIENCE
Specialized in Computer Systems
Graduated May 2018 | Toronto, ON

CONESTOGA COLLEGE INSTITUTE OF TECHNOLOGY AND ADVANCED LEARNING

MECHANICAL TECHNICIAN
General Machinist (Apprenticeship)
Graduated 2008 | Kitchener, ON

CERTIFICATION

GENERAL MACHINIST CERTIFICATE OF QUALIFICATION

Ministry of Training, Colleges and
Universities, Government of Ontario
Received 2010 | Kitchener, ON

SKILLS

LANGUAGES

- C#
- SQL
- JavaScript
- Python
- Bash
- PowerShell

TECHNOLOGIES/TOOLS

• .NET Framework • ASP.NET •
AngularJS • React • SQL Server • MVC
• IIS • RabbitMQ • REST • Selenium •
Gauge • MongoDB • Xquery/Xpath •
NSIS Installers • Vim • Visual Studio
2022 • Unity 3D • VSCode

OS

• Linux (Debian) • Windows • Android

EXPERIENCE

ATS AUTOMATION

Software Developer Team Lead (Remote)
Cambridge, ON | March 2021 - Present

- Solution Architect; oversee projects from concept to final delivery
- Value creation; lead two of the largest revenue generating projects
- DevOps support; develop, evolve, and support DevOps processes to ensure continuous delivery
- Principle reviewer for all aspects of development work; create and administer best practices for code and internal processes
- Manage a team of 5 developers; mentor and coach based on individual level. Implemented a skill based competency matrix for team leveling
- Generate new on-boarding materials
- Generate talent acquisition plan, and facilitate technical interviews

ATS AUTOMATION

Software Developer
Cambridge, ON | March 2019 - March 2021

- Design and architect software solutions; working with customers to derive requirements using an agile approach
- Collaborate with software developers, solution specialists, and business analysts to plan, design, develop, and maintain value-driven software applications
- Develop solutions to complex integrations between existing platforms
- Research and evaluate a variety of software tools and technologies to enhance product quality and team productivity
- Identify areas for growth and improvement within the team
- Assist with onboarding of new team members
- Create a high standard of code quality within the team by establishing best practices
- Collaborate during code-reviews of solution designs

ONTARIO TEACHERS PENSION PLAN

Software Developer Intern
Toronto, ON | May 2016 - August 2017

- Worked on front-end, back-end and database components (full stack)
- Worked on multiple projects start to finish (from planning phase to first release)
- Made design/architecture decisions as an experienced project member
- Helped to train/onboard new interns
- Updated/maintained large existing code bases (+30K LOC)
- Presented/demoed ongoing and newly released work to business partners
- Created/maintained documentation for new and existing projects
- Participated in stakeholder meetings/product demos
- Participated in user groups to tailor the product to the user's needs

EXPERIENCE

2CM INNOVATIVE MACHINING

General Machinist

Guelph, ON | July 2012 - July 2013

- Worked independently to plan and quote new work
- Independently maintained an entire machine shop
- Consulted on the manufacture of custom components for in-house machine builds

COMTECH MFG., A DIVISION OF LINAMAR CORPORATION

General Machinist

Guelph, ON | August 2009 - June 2012

- Aided in the precision machining of high-tolerance machine replacement and prototype parts
- Programmed and operated Computer-Numerical-Control machining centers for specialized low-volume production runs
- On-the-fly manufacture of critical components for downed production equipment

PROJECTS

OPENMAZE

A GENERAL-PURPOSE 3D EXPERIMENT BUILDING TOOLBOX

Spring 2018 - 2020

- Main contributor throughout the life of the project
- Drove design decisions allowing the project to maximize usability for psychological neuroscience researchers designing three dimensional human input experiments
- Built in Unity 3D using C#

ROAD RAGE

DRIVING SIMULATOR TO FACILITATE NEUROSCIENCE RESEARCH ON DECISION MAKING

Fall 2018

- Prototyped the project from concept
- Developed a path-following algorithm to allow for accurate testing of the user's decision making
- Developed a JSON driven terrain generation system
- Built in Unity 3D using C#

SPAGHETTI MAKES ME MOODY

NATURAL LANGUAGE WEB APP

Winter 2018

- Used React Native to design an interface to google's natural language API
- Created for CSC309 | Programming on the Web

TRIVIA BATTLE

GAME ACROSS DEVICES USING WEBSOCKETS

Fall 2017

- Researched and integrated several technologies including Redis, Websockets, NodeJS, and Docker
- Helped design project architecture to allow for smooth, rapid scaling to multiple client and game server instances.