Christopher Chamberlain

B.Sc in Computer Science

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Location: Saskatoon, Saskatchewan

Skill Summary

Software development has been a passion of mine since I first discovered it back in the early 2000's. I have extensive self-driven experience using **C#**, with recent projects in .NET 6.0. I am also fairly familiar with **Python** and **C** in addition to some some experience with a myriad of other languages. I am also familar with common software and toolkits (**Git**, **Visual Studio**, **Unity**, **GLFW**, etc).

Education

Masters of Science in Computer Science / 2020 - Present

University of Saskatchewan, Saskatoon, SK

Bachelor of Science (High Honours) in Computer Science / 2015 - 2020

University of Saskatchewan, Saskatoon, SK

Certificate of New Media Communications / 2011 - 2012

Saskatchewan Polytechnic, Prince Albert, SK

- Achieved Great Distinction

Research Experience

Summer Research Assistant / 2016 - 2019

University Of Saskatchewan, Saskatoon, SK

Worked under Dr. Ian Stavness

- *2016* – Protoyped a web interface using Python and Javascript for P2IRC (digital agricultural research).
- *2017* – Worked on the Spheree Project (a spherical 3D display), implementing more efficient and more automatic tooling for content creation in the Spheree.
- *2018* – Further work on the Spheree Project, which I then helped demonstrate at SIGGRAPH 2018 in Vancouver.
- *2019* – Worked on various projects that included emotion recognition, facial tracking, and VR technologies.

Work Experience

Web Developer / 2014

Inet2000, Prince Albert, SK

Worked on various small web development projects. Developed a few small websites using in-house CMS as well as authored a few scripts for transfering information between SQL tables.

Recent Projects

Heirloom

Passion Project

A C# framework that provides utilities for 2D drawing, audio, basic algorithms and more. Useful for quick prototyping and implementing games and other graphical applications.

View On Github

Documark

Passion Project

A C# documentation generator that uses a combination of C# reflection and XML documentation to generate human readable documentation in markdown format.

View On Github

Superfluid

Personal: "GameWithUs 2020"

A puzzle-platformer implemented using Heirloom. The goal of the game is to repair the pipe structure in each level.

- Won the "Best Use of Theme" award.

View On Github

Extracurricular

Computer Science Students' Society (CSSS) - Communications Director / 2016 - 2018

Administrative position to manage email, announcements, social media accounts and participated in general office activities (such as sale of memberships, drinks or food).

References

- **Dr. Ian Stavness** - Instructor and Research Supervisor - ian.stavness@usask.ca
- **Dr. Carl Gutwin** - Instructor - gutwin@cs.usask.ca
- **Dylan Fafard** - Research Associate - dylan.fafard@usask.ca (306-717-6968)