

Mike Belanger

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References are available upon request.

Main Skills

- Python.
- Ruby (Ruby on Rails).
- Javascript, (AngularJS, Angular).
- SQL (PostgreSQL, sqlite3).
- Scala (Spark).
- Blender, Krita, Gimp.

Work Experience

Junior Developer

Weather Telematics Inc. – July 2017 to November 2017, and October 2018 – March 2020

- Extensive use of Python and Spark (Scala) for data-analysis of road conditions and other weather data. Some experience compiling Java, using Maven.
- Front-end coding (Typescript) for Weather Telematics' web portal, an SPA.
- Experience working with Leaflet.js.

Junior Developer

Fluent Solutions Inc. – November 2017 – October 2018

- Maintained websites running Ruby on Rails, Bootstrap, Material Design, and AngularJS.
- Performed some UI mockup work using Inkscape and Pixelmator.
- Gained familiarity with javascript-targeted languages such as Coffeescript and Typescript.

Workshop Facilitator

theSpace, Ottawa ON - June 2017 – March 2020

- Conducted workshops using Blender, Krita, Goxel and MagicaVoxel.
- Customized learning for young adults diagnosed with mental disabilities.

Marketing Researcher

CPA Plus, Ottawa ON - June 2016 – June 2017

- Searched for new company clients.
- Wrote advertisements and promotional video scripts.
- Collaborated using Google Docs.

Filing Administrator

MD Financial, Ottawa ON - August 2014 – September 2015

- Proposed, and authored a Python-based scripting system for the automation of sorting documents.

- Used Python to check for inconsistencies within existing filing systems.

Education

Bachelor of Cognitive Science

Carleton University, Ottawa, ON, 2010 – 2014

- Co-authored a peer-reviewed journal publication.
- Implemented an attentional model of an AI system in Python.
- Introduced a git-based version control system for the AI model codebase.
- Documented various wiki articles regarding the AI model.

Ontario College Advanced Diploma - Animation

Algonquin College, Ottawa, ON, 2004-2007

- Trained with Autodesk Maya, Adobe Photoshop, and Apple Final Cut Pro.
- Developed understanding of polygonal modelling with Blender.

Certificates

The Nature of Code

Kadenze, May 2016 - July 2016

- Exposure to p5.js.
- Learned about basic vector math as its applied to moving objects and forces.
- Became familiar with creature navigating strategies, such as boids.
- Got introduced to genetic concepts and their application in creating creature variation, selection and heredity.
- Looked at fractals, and how they're implemented using recursion.

Systematic Program Design

EdX, June 2015 - July 2015

- Learned about designing programs through 'cook-book' style programming.
- Used the Racket(Scheme-like) language environment.
- Learned about the importance of documenting as you code, and writing signatures of functions before their definitions.

An Introduction to Interactive Programming in Python (Part 1)

Coursera, June 2015 - July 2015

- Kept Python skills sharp.
- Got exposure to the Codeskulptor environment.

Introduction to HTML5

EdX, June 2015 - July 2015

- Learned about designing programs through 'cook-book' style programming.
- Used the Racket(Lisp-like) language environment.
- Learned about the importance of documenting as you code, and writing signatures of functions before their definitions.

Volunteering

Wiki Software Contributor

The Blender Foundation, wiki.blender.org - 2008 - 2012

- Edited and categorized 3D software documentation.
- Documented latest features of Blender software program.

Free Geek Vancouver

Free Geek, Vancouver, 2008-2009

- Disassembled old computer parts for recycling.