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github.com/mikebelanger 

Mike Belanger

- Four years of professional development experience.
- Proficient with React with Typescript.
- Some experience in backend technologies such as Ruby on Rails.
- Background in Cognitive Science and Computer Animation.

Proficient	Familiar
<ul style="list-style-type: none">• Javascript, HTML, CSS.• Typescript.• React.js.• Ruby (Ruby on Rails).• Git.• MacOSX, Ubuntu Linux.	<ul style="list-style-type: none">• React Native.• Styled Components.• SQL (PostgreSQL).• jQuery, Angular.js.• CSS, Bootstrap.• Docker.• Inkscape, Blender, Krita, Gimp.

Work Experience

Developer

IMRSV Data Labs Inc. - January 2021 - Present

Typescript, Javascript, React, Python

- Created various frontend interfaces in React.js, often using styled components.
- Added to existing interfaces for a React Native mobile application. This application helped retail workers manage customers.
- Used libraries such as Leaflet.js to create map visualizations.
- Worked with server-side technologies in both Python and Node.js.

Junior Developer

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

Python, Scala, Apache Spark, Javascript, Material Design, Typescript, Angular, GIS (Leaflet.js, QGIS).

- Analyzed weather and traffic data using Apache Spark, a big data processing and analytic engine using both Python and Scala scripts which would allow drivers to

receive real time notifications if a specific set of conditions were met.

- Used QGIS to segment specific Autobahn routes into GPS points that were all 200 meters apart. These points ultimately determined where road weather conditions would be modelled. This modelling was done for Daimler AG.
- Implemented additional functionality for Weather Telematics' web portal. The portal was a Single Page Application (SPA) built using Angular.js which showcased weather predictions and road conditions on a map using the Leaflet.js display library.

Junior Developer

Fluent Solutions Inc. - November 2017 - October 2018

Ruby on Rails, Typescript, Angular.js, Coffeescript.

- Developed and improved websites running Ruby on Rails, Bootstrap, Material Design, and Angular.js. Implemented business logic that met the required usage cases using a TDD approach.
- Wrote front-end code with Javascript, Typescript and occasionally Coffeescript.
- Designed UI mockup work using Inkscape and Pixelmator.

Workshop Facilitator

theSpace, Ottawa ON - June 2017 - March 2020

- Taught Graphics Design Workshops using Blender, Krita, Goxel and MagicaVoxel as well as other open-source tools.
- Created learning material and adapted my workshops for young adults diagnosed with mental disabilities.

Marketing Researcher

CPA Plus, Ottawa ON - June 2016 - June 2017

- Researched for prospective clients for CPA's bookkeeping business. These clients were small businesses that specialized in paving, food services, masonry, and landscaping.
- Wrote advertisements and video scripts.
- Authored promotional scripts and prospective client research 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 document sorting.
- 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 (Emergic Network Architecture) for an AI system using Python.
- Established a revision control system (git) for the AI model's codebase.
- Documented various wiki articles regarding the AI model.

Ontario College Advanced Diploma - Animation

Algonquin College, Ottawa, ON, 2004-2007

- Worked with Alias Wavefront Maya, Adobe Photoshop, and Apple Final Cut Pro.
- Developed an understanding of polygonal modelling with Blender.

Certificates

The Nature of Code

Kadenze, May 2016 - July 2016

- Learned p5.js, a Javascript data visualization and multimedia library, and how it can be used to simulate various natural processes.
- Gained an understanding of vector mathematics and how it's applied to moving objects and forces.
- Became familiar with creature navigating strategies, such as the Boid behavioural model.
- Got introduced to genetic concepts and their application in creating creature variation, selection and heredity.
- Looked at fractals, and how to implement them using recursion.

Systematic Program Design

EdX, June 2015 - July 2015

- Learned software design using a hands-on approach.
- Used functional programming with the Racket programming language.
- Learned about test driven software development and how to properly document code.

An Introduction to Interactive Programming in Python

Coursera, June 2015 - July 2015

- Improved my Python coding skills.
- Got exposure to the Codeskulptor environment.

Introduction to HTML5

EdX, June 2015 - July 2015

- Learned about W3C standards, and latest features of CSS3 and HTML5.

Volunteering

Wiki Software Contributor

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

- Edited and categorized 3D software documentation.
- Documented the latest features of Blender software program, a 3D graphics application.

Free Geek Vancouver

Free Geek, Vancouver, 2008-2009

- Disassembled old computer parts for recycling. Helped sort other parts to be used in new computer systems.