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# MITCHELL RIVETT

SOFTWARE ENGINEER

## TECHNICAL SKILLS

### PROGRAMMING

- C#
  - Unity
- Javascript
  - React
  - NodeJS
- C++
  - Google Test
- Haxe
- PHP
- Python
- SQL
- HTML/CSS

### DATABASES

- Oracle
- PostgreSQL
- MongoDB

### OPERATING SYSTEMS

- Arch Linux
- Windows

### TOOLS & PROTOCOLS

- Visual Studio
- Unity
- Perforce
- Git
- Agile Scrum
- UML

## WORK EXPERIENCE



### CLIENT ENGINEER

Feb 2020 – Present

Electronic Arts

- Developed software client for UFC Mobile using Haxe and C++
- Worked with team of 50 in agile environment utilizing Jira and Perforce



### BUSINESS SYSTEM ANALYST

Jun 2017 – Feb 2020

TELUS

- Full lifecycle development of 3 enterprise web applications used nationally and cross-departmentally
- Used JavaScript, PHP, Oracle to develop applications that:
  - Automate resource and financial planning to assess ongoing projects and quickly produce competitive bid offers
  - Evaluate team and process efficiency, which is used by managers to determine resource allocation
  - Streamline customer support management to improve escalation response time
- Automated testing with Javascript



### HGA DEVELOPER

Sep – Dec 2016

Western Digital Thailand

- Multithreaded image processing algorithms using C# and Cognex VisionPro to increase production line throughput
- Assisted mechanical engineers and coworkers in various projects

## EDUCATION



### MACHINE LEARNING CERTIFICATE

Apr – Jun 2019

Stanford University

- 94.5% (A) final grade



### BACHELOR OF SOFTWARE ENGINEERING

Sep 2012 – Sep 2017

University of Victoria

- 95.5% (A+) average in 3<sup>rd</sup> and 4<sup>th</sup> year term projects
- Co-op success story BCIC feature: <https://bit.ly/2U8WSTm>
- Active UVic GameDev, Formula Motorsport club participant

## OTHER PROJECTS

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### JOURNALPETS

React, Redux, NodeJS,  
PostgreSQL

Jan – Mar 2019

Care for virtual pets and get rewards from journal contributions

### TEXT ADVENTURE FRAMEWORK

Python

Oct 2015

Made for new programmers to create text adventure games

Github:

<https://github.com/mitchellri/Text-Adventure-Framework>

## CUSTOMER SERVICE

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### ENGLISH TEACHER NATIVETALK

May – Aug 2017

Prepared lectures and taught 4 children over the phone

- Taught grammar, common speaking subjects in interactive classes

## INTERESTS



Aquatics



Foodie



Keyboard builder



Digital/Fine Art

## PERSONAL PROJECTS

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### UNITY: TILEMAP GENERATOR

Sep 2019 – Present

C#, Unity

Utilizes various noise algorithms, droplet erosion, and A\* algorithm to randomly generate natural worlds into tilemap components

Github: <https://github.com/mitchellri/unity-tilemap-generator>

### VIDEO GAME: LITTLE FISHES

Sep – Dec 2015

Lua, Love2D

Arcade styled game where players grow and evolve competitively with the rest of the ecosystem. Utilizes design patterns and object recycling

Sample: <https://imgur.com/a/Wxz49aU>

### DISCORD BOT

Dec 2017 - Present

Python, MongoDB

Tracks and graphs gaming data. Custom commands, interactions.

Currency system based on time played together.

Sample: <https://imgur.com/a/qB9xelq>

## HACKATHONS

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### BATTLESNAKE – 1<sup>ST</sup> PLACE

Feb 2015

Python

6 hours to program game AI for a competing snake in the classic Snake game. Multiple snakes are placed into an arena to battle

News: <http://martlet.ca/news/uvic-students-win-battlesnake-competition-against-local-tech-companies/>

Github: [https://github.com/mitchellri/snakes\\_on\\_a\\_plane](https://github.com/mitchellri/snakes_on_a_plane)

- Placed 1<sup>st</sup> in a team of 5 against 100 students/local tech companies
- Implemented A\* pathfinding algorithm
- Initiated and lead weekly meetings

### SUPER UVIC GAMEDEV PLATFORMER JAM

Jul 2015

Lua, Love2D

10 hours to develop a platformer game, followed by demos. Drop, carry, throw and mount your surfboard after you acquire it

Github: <https://github.com/mitchellri/Super-UVic-GameDev-Platformer-Jam>

### MICROSOFT CODING COMPETITION

Sep 2014

Python

Select a language to program 3 of 5 coding challenges in 2 hours