

Boris Smus

UBC Computer Science Co-op Program

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Objective

To obtain a challenging software development position that would allow me to contribute to an exciting project.

Highlights of Qualifications

Personal Traits: Self motivated, Team player, Fast learner
Natural Languages: English, Russian, some French, some Hebrew
Languages: C, C++, C#, Java, Python, Bash, Scheme
Technologies: XML, J2ME, OpenGL, SVG, .NET
Operating Systems: Linux, Solaris, Windows
Networking: DNS, DHCP, SSH, FTP, NFS, MS Exchange

Professional Experience

Programmer, Research In Motion Ltd, Mississauga, ON May - Aug 2005

- Designed and implemented a Media Engine test framework in Python
- Created sample SVG content for performance tuning and GIS applications
- Contributed to the development of an embedded SVG rendering engine using J2ME

Programmer, Custom House, Vancouver, BC May - Aug 2004

- Worked well in a team, developing a three-tier system written in .NET
- Automated customer file format generation through a GUI written in C#
- Adhered to strict extreme programming methodology
- Learned and applied good software engineering techniques

Programmer, SchemaSoft, Vancouver, BC Jan - May 2004

- Developed .NET applications to facilitate creation of file format converters
- Implemented a subset of the SVG DOM in C++
- Wrote and integrated an XML editor into a file format development studio
- Learned and applied many XML-related technologies: XSLT, XPath, XML Schema, XML DOM

System Administrator, SchemaSoft, Vancouver, BC Jun - Jul 2003

- Provided all software installs, networking setup and technical support for an international conference: SVGOpen 2003
- Ensured proper functioning of SchemaSoft's network infrastructure
- Managed source control in CVS and VSS repositories

Web Designer, Gryphon Art Gallery, Harrison, BC Jul 1999 - Feb 2002

- Created and maintained an online art gallery for two aspiring artists
- Scanned and prepared works for online publishing using Photoshop
- Successfully promoted the gallery on major search engines and art guilds

Relevant Projects	Programmer, Computer Graphics Dec 2003 - Dec 2005
	<ul style="list-style-type: none"> • Developed several small games for Linux using the SDL/OpenGL platform • Excelled in computer graphics assignments, including inverse kinematics solver and rigid body simulation
	Programmer, Web Development Sep 2001 - Aug 2004
	<ul style="list-style-type: none"> • Developed a web-based role playing game using Zope 2 • Created a web site for “Philharmonia Chamber Ensemble” • Used XHTML, CSS, server side scripting using Apache and mod_python • Designed concert programs and advertisements using Open Office and L^AT_EX
	System Administrator, Home Network Mar 1997 - Current
	<ul style="list-style-type: none"> • Configured and installed various flavors of Linux and BSD • Administered all services on z3.ca, including Bind, Apache, SVN, etc • Assembled x86 and amd64 machines from individual hardware components
	Designer, Robotics Mar 2001 - Current
	<ul style="list-style-type: none"> • Efficient card dealer distributed cards to up to eight players • Mobile rover mapped its surroundings and communicated them to a PC for visualization. • Device mixed and layered precise amounts of liquids of different density and viscosity.
Education	University of British Columbia Year 4, Combined Math/CS Honours
	<ul style="list-style-type: none"> • Introduction to Software Engineering - 90% • Software Development Laboratory - 90% • Introduction to Probability - 88%
	GPA: 81%, in major: 86%
	Expected graduation: May 2007
Interests	Reading good books, Piano and guitar, Long distance running, Downhill skiing, Windsurfing, Japanese paper folding
References	Available upon request