

Scott Somerville

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Career Objective

To constantly challenge myself, never stop improving, and help others do the same.

Education

- **Software Engineering Technologist**, Conestoga College
- **Bachelor of Art History**, University of Guelph

Experience

- 7 months at **Palette** as a Software Developer.
- 3 Years as a Platform and Desktop Developer at **Igloo Software**
- Approx 2 years as a Developer at **SEH Computer Systems**
- 2 Years as an Independent Game Developer

Skills

- **Extensive C/C++** skill set from working on everything from shell extensions and enterprise insurance software to **Node.js** native code. Including a variety of common C++ libraries like **Qt**, **MVC/COM**, **Boost**, and of course the C++ standard library
- **C#** both in a **ASP.net** web and desktop context, from working on Igloo's core platform, an Xbox360/PC game and office management/calendar software
- **SQL** and **Database** experience from working on Igloo's database back end, and SEH's professional office management and Mutual Insurance software
- Experience with **Agile**, and Scrum methodologies. Source control and ticket management applications, particularly **Git**, and Atlassian's suit of software (**Jira**, **Bitbucket**, Source Tree)
- Extensive work both building and using **HTML web services** during my time at Igloo
- Extensive experience maintaining, working with, and improving **legacy code** and projects from bug fixes to major overhauls and improvements
- Experience applying for and filling out paperwork for government grants and tax incentives, including applying for (and receiving) small business grants and completing SHRED paperwork

- **JavaScript** experience from **Node.js** development for Palettes desktop service as well as fixing front end issues on the Igloo platform.
- Experience making games using **MonoGame**, and **OpenGL** libraries .

Accomplishments

- Nearly singlehandedly managed and maintained Igloo's "Desktop Tool" a C++ MVC/COM shell extension with dropbox-like functionality.
- Built a cross platform C++ based native module for Node.js in order to allow access to operating system level functionality across platforms.
- Helped expand and maintain Igloo's core C#/ASP.net platform, as well as making improvements across the full stack of the Igloo platform.
- My team built the original prototype for Igloo's community themes system as part of a one week developer jam.
- I helped Build design and implement Igloo's modular 3rd party integration system as part of team Ares, using the themes prototype as a first step for building our integration repository system.
- Worked to improve Igloo's digital security, including identifying major threats, resolving security concerns and handling emergency situations.
- I'm currently working on a scratch built game engine including developing tools like a character and level editor using C# and MonoGame.
- Worked on a team developing and supporting enterprise Mutual Insurance Software for SEH.
- Overhauled SEH's Minder Pro calendar system to include a windows style permissions and groups system.
- Designed, built, and **implemented a 2D fighting game**, Kings of Nevermore for Xbox360 and PC including managing contractors, and applying for government funding.

Interests

- Staying Active. Skiing, rock climbing and spending time outdoors with my dog.
- Building things! Illustrations, Art, Games, Software.
- Games in general, from tabletop RPGs and board games to video games. I think you can learn a lot about people from how they approach games.

Work History

November 2018 – Present

Software Developer

Building cross platform desktop software in **Qt** (C++) and **Node.js** that interfaces directly with our hardware. Built native module using **NAPI**, **modern C++**, and **Objective C** to enable cross platform access to lower level operating system features and on Windows and Mac and take advantage of threading from the Node.js environment. Developing integrations for products like Adobe Photoshop and Capture One in order to enable our modular hardware control device for creatives to work directly with their preferred software. Assisting with hiring software team co-ops and mentoring them. Contributing to software architecture and planning for the future.

August 2017 – Present

Independent Game Developer

Working on an unreleased game using C#, MonoGame library and reusing some of my work from Lone Dragon Entertainment. Primarily working on upgrading my developer tools, increasing the usability and workflow on my character editor, and currently building out an editor for the game engine. Highlights include implementing a vertex map shader in order to provide 3D per pixel lighting effects for 2D sprites, and integrating SpriteLamp (a tool for producing vertex maps) into my workflow pipeline. Used Clip Studio Paint in order to build and prototype animations. I'm still working on this project in my spare time while at Palette!

June 2014-July 2017

Desktop Developer and Platform Developer

Igloo Software

Produced maintained and upgraded Igloo's social intranet software. Primarily served as a C# and .NET developer working on our software back end, but also worked with Microsoft SQL in order to implement features and fix bugs. Also made occasional fixes to existing Javascript. Worked with NVelocity (templating engine) scripts on a regular basis. Highlights include working to resolve major security concerns and identify security threats, on-boarding new employees, building major features from scratch such as our integration repository that enabled plug ins like our sales force integration, and producing SRED applications for tax incentives. Regularly worked with other departments directly, such as account management, customer support, executive management, and IT in order to resolve problems and address customer concerns.

Also served as the team lead and solo developer on the “Desktop Tool” project throughout my 3 years at Igloo. The desktop tool is a C++/COM shell extension that seamlessly integrates the local file system with the users online file system on their community. Something similar to Dropbox or OneDrive, only the files being displayed are “virtual” and are only downloaded as temporary files in order to enable direct editing. The tool allowed users to move , delete, and rearrange the online file system directly, download and upload files and folders. Users are also able to click an “Edit Now” button on the Igloo community

for files to immediately open the file in a local editor with changes being automatically saved to the online file.

When I was brought on the desktop tool was in an unusable state and I quickly improved it to the point where it could be shipped to customers, after that I served as the primary developer on the project throughout the rest of my time at Igloo in addition to my other duties.

September 2010 - February 2016

Student, Graduated

University of Guelph BA Honours Art History

Attended University of Guelph for Art History. Produced multiple research essays and also took some Computer Science courses outside of my required studies. Attended full time while working summers at SEH, until my employment at Igloo at which point I was finishing up a handful of courses on the side while working full time at Igloo.

April 2013-August 2013

Software Developer

SEH Computer Systems

Developing and Maintaining Enterprise insurance software. Duties included building new user end programs, database maintenance and upgrades as well as upgrades to our existing code base to improve maintainability, readability, and performance. Highlights included writing code to automatically re-factor the majority of our existing code-base automatically in order to allow for a seamless upgrade to our the libraries for our system's rendering back end.

June 2012-August 2012

Software Developer

SEH Computer Systems

Developing and Maintaining Enterprise insurance software. Duties included building new user end programs, database maintenance and upgrades as well as upgrades to our existing code base to improve maintainability, readability, and performance.

April 2011-2012

Small Business Owner/Operator

Lone Dragon Entertainment

Ran a small business producing and marketing a 2D fighting game I built from scratch in C# for both Xbox360 and PC. I managed an outside art and illustration contractor, building an entire game engine from scratch and produced the animation for 5 unique characters with a multitude of different moves and animations by hand. I also managed the business end of the venture including application for government grants and programs, filling appropriate taxes, social networking and marketing.

May 2009-August 2009

Software Developer

SEH Computer Systems

Developing and Maintaining Enterprise insurance software. Highlights include working with the SQL back end (stored procedures) for our business management/calendar software.

December 2007- October 2008

Software Developer

SEH Computer Systems

Developing and Maintaining Enterprise insurance software. Highlights include overhauling the SQL back end (stored procedures) for our business management/calendar software to allow for robust user groups, permissions and expanded features like re-occurring calendar events on a tight time line. Also communicated with customers to deal with user issues and fix bugs. Other duties included building new user end programs, database maintenance and upgrades as well as upgrades to our existing code base to improve maintainability, readability, and performance.

September 2004-April 2007

Attended And Graduated from Conestoga College Software Engineering Technologist 3 year program.

This program focused heavily on C, C++, C#, and building quality maintainable and well documented code. Also worked with SQL Databases, Java, Linux, Networking Sockets, OpenGL, DirectX and XNA on various projects in addition to other various technologies. Primary accomplishments included building a number of 3D computer games for multiple platforms, collaborating for large group projects and demonstrating finished products at trade shows.