

Christopher R. Lorenz

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Education

B. CS. Computer Science (Honours) – Applied Computing

University of Windsor, September 2005 – December 2010 (completed)

Programming Languages & Environments

General Purpose: C, Java, C#, C++, x86 ASM and Bash

Web & Database: PHP, HTML / XHTML, JavaScript (AJAX), XSL, SQL, MySQL and Oracle PL/SQL

Employment Experience

Software Developer - eMOCA Project, Dr. Robert Kent, University of Windsor

December 2010 – (ongoing)

- Responsible for designing and developing a digital version of the Montreal Cognitive Assessment test for use by medical professionals.

Teaching Assistant, University of Windsor

May 2010 – December 2010

65-205 Introduction to the Internet – Mr. Doug Thistle & Mr. David Mayo

- Aided students with questions and problems pertaining to the course material.
- Graded student assignments and proctored exams and midterms.

Robotics Competition Assistant, Mr. Mark Gryn, University of Windsor

February 2010 – April 2010

- Assisted teams from local high schools with training and practice using the Lego Mindstorm NXT robots.
- Monitored teams during competition as well as dealing with any technical difficulties.

Google Summer of Code 2008, Enlightenment Project

March 2008 – September 2008

- Created applications for tutorials/examples for the purpose of teaching potential Enlightenment Project developers about the capabilities of the Enlightenment Foundation Library.

Volunteer Experience

Vice President Academic, Computer Science Society

March 2009 – March 2010

- Responsible for organizing and running academic events guest lectures and special interest tutorials.
- Aiding other members with organizing and running other events.

Second-Year and Senior Representative, Computer Science Society

March 2007 – March 2009

- Responsible for advertising Computer Science Society events and news to students in their second-year of studies or later.

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Projects

Agent Environment Simulation using Continuous-Time Bayesian Networks

September 2009 – March 2010

Language / Tools: C# and MS Visual Studio 2008

Implemented an Agent Environment Simulation which changed based on probability of events (rain, flooding, etc.) and individual agent and environment object needs (food, shelter, etc.). The states of this environment were maintained by a continuous-time Bayesian network (CTBN).

Network-Enabled Rummy

January 2009 – March 2010

Language / Tools: Java, Eclipse, ANT and JUnit

Created a graphical version of the popular card game Rummy with network-play using the Extreme Programming (XP) software development design principles and concepts. The purpose of this project was to learn Extreme Programming and was not meant to be completed, however, a large amount of useable and functioning code was produced.

Oracle Database Schema & Forms

September 2009 – December 2009

Language / Tools: SQL, PL/SQL and Oracle Forms Builder

Designed and implemented a full-scale database schema for the use in administrating the residence facilities and storage of all the pertinent data on both residents and staff at the University of Windsor. This included not only the table structure but also relevant functions, procedures and triggers which were then packaged and tied to sets of Oracle Forms.

Google Summer of Code 2008 – Enlightenment Project

March 2008 – September 2008

Language / Tools: C/C++, Eclipse CDT and the EFL

The Enlightenment Project is an open-source windows manager and suite of libraries. For this organization, I was tasked with created three distinct applications in a step-by-step manner for the purpose of showing the capabilities of the Enlightenment Foundation Library (EFL) in a tutorial-like fashion. The three applications were a color schemer, a media player and a artillery game.

Activities & Interest

- Graphic Design
- Computer Hardware

References gladly provided upon request.