

Terrance Niechciol

2B Computer Science
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Skills

Strong Linux background
Excellent at learning independently
Able to work effectively in a fast-paced, small team environment
Proficient in C/C++, Python, Java, and Haskell
API/Framework experience:
Simple and Fast Multimedia Library (SFML)
Light-weight Java Game Library (LWJGL)
2D OpenGL
Django

Work Experience

Web Developer at Willet Inc. Sep. 2012 - Dec. 2012
Thrived in a fast-paced, early-startup environment
Using python, django, and AWS, created a product landing page that includes an infinite scroll of related content

Personal Projects

You can find videos, screenshots, and downloads of these projects and more, at my website: TNiechciol.ca
TNiechciol.ca Sep. 2012 - Present
CGI web application written from scratch in Haskell, and hosted on Amazon EC2.
Geometry Wars Clone Feb. 2011 - June 2011
A clone of the Xbox Live arcade game Geometry Wars
Created in Java and LWJGL
Spring Physics Demo A week in April 2012
A physics simulation of a blob of springs that can control its own springiness
Created in C++ and SFML

Education

Candidate for Bachelor of Computer Science, University of Waterloo, Ontario September 2011 - Present