

# Griffin North

(previously known  
as *Satara Cressy*)

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## Computer Programmer

### TECHNICAL SKILLS

- **Computer languages:** C#, C++, C, Java, Kotlin, Python, HTML, JavaScript, SQL, XML, XQuery, LaTeX, Haskell, Prolog, Lua, 68k Assembly
- **Operating Systems:** Linux, Mac OS X, Microsoft Windows XP/Vista/8/10
- **Tools and Applications:** TFS, Octopus, TeamCity, Visual Studio, GitHub, SVN, Eclipse, JUnit Testing Framework, Xcode, Notepad+, WebStorm, MySQL, Microsoft Office 2011 Suite, Adobe Creative Suite

### ADDITIONAL SKILLS

- **Analytical and Problem Solving:** Achieved an A- in Design and Analysis of Algorithms. Designed, implemented, and debugged various programs in C, C++, Java, and so forth.
- **Teamwork:** Collaborated on several projects varying from teams of four to 20 people, as well as worked with fellow employees in fulfilling tasks and customer service.
- **Creativity:** Took part in the design of many applications, acted as Art Lead in directing the art style of a videogame project, and currently acting as the sole author and artist of an online comic.
- **Communication:** Helped write and present several project pitches and research papers in various courses.

### EDUCATION

**Bachelor of Science - Computer Science Degree [Completed] 2017**

**The University of Calgary/Mount Royal 3.69/4 GPA**

Courses include *Design and Analysis of Algorithms I, Software Analysis and Design, Advanced Programming Techniques*

**Game Art and Design Diploma [Completed] 2010**

**The Art Institute of Vancouver, Burnaby (AI) 3.80/4 GPA**

Courses include *Game Design II, Documentation for Design, Interface Design, Game QA & Tuning*

### PROJECTS

**Software Analysis and Design: *BS Storytime***

*Winter 2015*

**Grade: A+**

BS Storytime is a Java app that allows users to create their own visual novel games.

- Collaborated in designing the software functionality and user interface, ensuring that programming the project would go smoothly.
- Provided hand-drawn art as well as a written visual novel to demo the application's functionality effectively.
- Scheduled and managed work tasks of four team members, guaranteeing each member took on work they were best suited to and capable of doing.

**Game Production: *Kon Videogame***

*Winter-Spring 2010*

**Grade: A**

Kon is a single-player 3D action/adventure game made on the Unity Engine and developed in a team of roughly 20 people.

- Lead team of five artists as the Art Lead, scheduling and managing their work tasks so that quality art assets were created in a timely manner.
- Assigned work according to each artist's strengths to ensure good work.
- Held regular meetings and created several design documents to help the team unify their artistic vision.

## WORK EXPERIENCE

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*Junior Software Developer – Phoenix Technology Services*

*July 2018–January 2020*

- Utilized tools, such as Visual Studio, .NET, SQL Server, MVVM, and WPF, in Microsoft app development
- Contributed to Android app development using Android Studio and Kotlin
- Worked on and developed multiple parts of web services and applications that interacted with each other in an overarching project
- Designed various components through documentation, mock-ups, and proposals
- Participated in SCRUM-based team activities

*Author, Artist, and Manager - Tora Steals Things Webcomic*

*March 2016–Present*

[www.torasteals.tumblr.com](http://www.torasteals.tumblr.com) - Started mainly as a hobby and outlet for creativity while dealing with the stress of dense schoolwork. The comic is still running and continues to be a great way to help develop personal creativity, time management, and overall work ethic.

- Wrote, thumb-nailed, drew, and inked over 300 comics, spending roughly 16 hours per comic page (not including time to script and thumbnail).
- Built a readership of 700 people that is still growing.
- Continually update website on a regular weekly schedule without having missed a single update.
- Maintains a separate side-blog to divulge behind-the-scenes work and communicate with the fan base. This includes three filmed and edited inking process videos posted to YouTube.

## ACHIEVEMENTS

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- **Dean's List** (2014, 2017)
- **President's Honour Roll** (2014)
- **Jason Lang Scholarship** (2014)
- Participated in the **Alberta Collegiate Programming Contest** (2015) – done in a team of three where we attempted to program solutions to several problems under a time limit.
- **Merit Award** (2008)
- **"Best of Show" Award** for Game Design at the AI Portfolio Show (2010) – won for best presentation and quality of portfolio.
- **Alexander Rutherford Scholarship** (2008)

## INTERESTS

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- **Art:** Drawing, digital painting, and creating comics.
- **Writing:** World-building, script writing, blog posts, and novels.
- **Recreational Activities:** Reading, videogames, and D&D.