

Oliver Clarke

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Relevant Experience

Fullstack Web Developer

Fullport Dev

Aug 2024 - Present

Toronto, ON

- Designed and implemented full-stack web components using Svelte, leveraging modern Javascript frameworks, reducing page load times by up to 40% through performance-focused architecture.
- Built and deployed production systems including state management, client-side routing, and RESTful API integrations.
- Collaborated closely with clients to translate requirements into technical solutions, receiving consistently positive feedback across all projects.

Virtual Reality & Simulation Developer

Propel Virtual Reality

Jan 2021 - Jun 2024

Ottawa, ON

- Developed specialized C# scripts in Unity for interactive VR simulations, enhancing functionality and immersion for end users.
- Delivered projects for high-profile clients including CAMH, Queen's University, uOttawa, and Lockheed Martin.
- Contributed across the full development lifecycle: environment design, UI/UX, project architecture and feature ideation - with several proposals successfully shipped into production.

UI & UX Designer (Co-op)

Jumping Elephants

May 2022 - Aug 2022

Ottawa, ON

- Designed and implemented user interfaces and experiences using Microsoft Power Platform to ensure seamless usability and accessibility. Additionally delivered insights on improving usability and streamlining workflows.
- Conducted load testing to validate website performance under high traffic, ensuring zero downtime under peak conditions.

Cloud Practitioner & Architect (Co-op)

Innovation, Science and Economic Development Canada

Sep 2021 - Dec 2021

Ottawa, ON

- Developed Python utilities for integration into AWS Cloud services, significantly improving data migration speed and operational scalability.
- Gained hands-on experience with cloud architecture best practices across multiple AWS service categories.

Primary Project

SPECTRE QUEST: Eternal Ascent

Solo Developer & Team Lead

Ongoing

- Leading a multidisciplinary team (sound designers, programmers, and artists) to build a commercial multi-platform game in Unity/C#.
- Architected the full codebase with a focus on scalability and long-term maintainability; while managing timelines, deliverables and cross-discipline coordination.

Skills

Programming Languages

Javascript, Typescript, Java, Python, Go, HTML, CSS, C#, C++, Ruby

Frameworks & Libraries

React, Svelte, React Native, Tailwind CSS, Angular, Ruby on Rails, Node.js

Tools & Platforms

Git, Docker, Supabase, Figma, AWS (Lambda, S3, EC2), Unity, Microsoft Power Platform

Concepts

REST APIs, UI/UX Design, State Management, Cloud Architecture, Load Testing

Education

University of Ottawa

Honours BSc in Comp Sci

Graduated with Magna Cum Laude distinction (3.9 GPA) and CO-OP Certificate

Sept 2018 - May 2023

Interests

Software architecture, UI/UX design, rock climbing, golf, volleyball, cooking, reading

Additional Projects

Lets Cook - iOS/Android

Built a cross-platform mobile app with an OpenAI-powered recipe suggestion system, using ingredient input and expiry tracking to reduce food waste and personalize recommendations.