

Kae Bagg

Software Developer looking to contribute to the big picture.

hi@kaebagg.com

<http://kaebagg.com>

EXPERIENCE

Shopify, Ottawa — *Software Developer*

SEPTEMBER 2015 - NOVEMBER 2017

VR Research

Developer on an experimental Virtual/Augmented/Mixed Reality team tasked with the broad portfolio of exploring how commerce can integrate into these emerging technologies. Worked primarily with Unreal Engine, and assumed the role of primary audio engineer, learning DAWs and other tools like REAPER. In addition to the noted external projects, helped develop the internal multi-person VR brainstorming environment.

Payments Integration

Responsible for maintaining Shopify's PCI payment processing environment. Primarily focused on integrating third party payment gateways. Primary backend developer for the Android Pay integration with Shopify.

Chalk & Wire, Remote — *Software Developer*

NOVEMBER 2013 - MARCH 2015

Software developer on the core product for learning management working in a C# .NET environment.

Upon seeing a need, designed and implemented a complete automated test suite allowing the QA team to more quickly find bugs in the software.

Shared Services Canada, Ottawa — *Junior Developer*

AUGUST 2012 - APRIL 2013

Federal Student Work Experience Program (FSWEP) at the newly formed department with a mandate to consolidate information technology services within the federal government. Analysed and implemented several learning assessment tools for government agencies.

EDUCATION

University of Ottawa, Ottawa

SEPTEMBER 2008 - JUNE 2013

Major in Computer Science, Major in Philosophy

ACTIVITIES: Philosophy Student Association President, Women in Science and Engineering VP, Computer Science Games Team

SKILLS

Programming languages: C#, Ruby, Python, JavaScript, Swift

Game engines: Unity, Unreal

Other: REAPER DAW, Steam Audio SDK, Oculus SDK, RESTful APIs, Basic Maya

COMMUNITY

Panelist at Go Eng Girl Carleton community day (October 2017)

Programming Committee for Dames Making Games Toronto

Organizer for the Global Game Jam at the Shopify office in Ottawa. (January 2018)

PROJECTS

Thread Studio: A virtual reality application released on the Oculus Store and Steam as an early exploration into integrating VR purchases and real world products

Magnolia Market: The AR component to an existing iOS app, developed a module that allowed streaming versioned 3D assets at runtime

Blog: Long running blog at <http://expletive-deleted.com> focused on philosophy and computers

