

Peter Buk

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EDUCATION

Bachelor of Science (Honours), Computer Science

Sept 2011 - April 2016

University of Calgary

- Concentration in Human Computer Interaction
- Graduated under First Class with a cumulative GPA of 3.9
- Recipient of 2014 Wmode Undergraduate Scholarship for outstanding academic merit

SKILLS

Technical

- **Programming:** C#, Java, Python, HTML/CSS/Javascript, Node.js, AngularJS
- **Tools/Platforms:** Unity, Git, Windows, Linux, Android

Design

- **UX:** Information Architecture, Sketching, Prototyping, Wireframing, User Research, Interaction Design, Visual Design
- **Tools:** Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premier Pro), Sketch, Invision, Tableau

WORK EXPERIENCE

Visualization Designer

April 2017 - Current

University of Calgary - Interactions Lab

- Collaborated with Canada's National Energy Board to create engaging public energy data visualizations
- Designed interactive prototypes with Invision to communicate variations of individual element selection
- Created high-fidelity visual assets with Illustrator and constructed a cohesive style guide to follow

Software Developer, Intern

May 2015 - July 2015

Arcurve Inc.

- Assisted senior devs with debugging and documentation for a transportation management software
- Established the foundations for a Virtual Machine Management system for new client projects
- Lead the organization for a company-wide Olympics teambuilding fundraiser event

Firmware Engineer, Co-op Student

Sept 2014 - Dec 2014

General Dynamics Canada

- Performed white-box testing and analysis for military-grade firmware systems
- Wrote python scripts to add new functionality to the automated testing system
- Verified and fixed bugs in a complex embedded network environment

PROJECTS

Perspective Block - Sharing Perspective in Remote Collaborative AR

- Conducted research on remote collaboration in augmented reality at UCalgary's Interactions Lab
- Designed a novel handheld tool and various interaction techniques to allow collaborators to share perspective information with each other using Unity and Google Cardboard
- Demoed an interactive prototype at the Computer Science Undergraduate Showcase

Morning Dashboard - Proxemic Alarm Clock

- Utilized user research methodologies such as surveys and personas to investigate the common problem of students oversleeping
- Iterated and refined on possible design ideas through sketching and storyboards
- Developed a proxemics alarm clock prototype that responds to body gestures using C# and the Kinect API

Discord Dashboard - Interactive Chat Log Visualization

- Analyzed a dataset of over 200,000 chat messages to look for interesting trends and activity levels
- Created an interactive visualization using the D3.js library that allows users to easily compare time and channel-based activity between chat members