

Piero Amendola

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[Github](#) | [Linkedin](#)

EDUCATION

Queen's University, Kingston ON

September 2022 – Present

- Bachelor of Computing (Honours) – Software Design

Relevant Coursework: Algorithms and Data Structures, Operating Systems, Applied Fundamentals of Deep Learning (Python), Computer Networks, Software Communication and Design (C++), Programming Fundamentals (C++), System-Level Programming (Ubuntu), Computer Organization (Assembly)

PROJECTS

Blockchain Project | Java

2024 – Present

- Blockchain Architecture: Designed and implemented a custom blockchain with core features, including transaction handling and consensus mechanisms, to enhance security and decentralization.
- Algorithm Design: Developed a mining algorithm to validate and secure transactions on the blockchain, ensuring operational integrity and decentralization.

QUANTT Algorithm Developer | C#, EMA, HMA, Don Chain Indicator

2022 – 2023

- Algorithm Creation: Engineered an intraday trading algorithm that competes live against other algorithms, focusing on strategic market engagement.
- Collaborative Development: Worked in a small team to plan and execute the algorithm's architecture, ensuring robust and efficient performance.
- Performance Analysis: Monitored post-launch data to identify areas for debugging and efficiency improvements, enhancing algorithm accuracy.

Personal Portfolio Website | HTML, CSS, and JavaScript

2022 – Present

- Website Design and Development: Built a personal portfolio website to showcase projects and experience, enhancing personal branding and accessibility.
- Frontend Coding: Coded animations and interactive elements using HTML, CSS, and JavaScript, improving user engagement and visual appeal

Video-Game Development Project | C#, Unity Game Engine

2022 – 2024

- Game Design: Created an arcade-shooter indie game, including a full tutorial, main level, and character sprites, refining gameplay and player experience.
- Interactive Elements: Developed responsive enemies and game mechanics for dynamic interaction, improving game challenge and immersion.
- Additional Projects: Designed and completed several smaller games, expanding skill set and technical expertise in game development.

EMPLOYMENT EXPERIENCE

Woodhill Garden Centre, Thornhill ON

June 2022 – September 2022

- Client-Centered Landscaping: Worked closely with clients to understand their needs, providing tailored plant care advice and ensuring selections aligned with their landscaping vision.
- Customer Service & Communication: Assisted customers by addressing inquiries on plant care, utilizing strong communication skills to clarify options and provide individualized guidance.
- Organizational Skills: Maintained a clean, organized environment by restocking shelves and following display protocols, supporting a visually appealing and customer-friendly space.

SKILLS

- Programming languages: Java, JavaScript, Python, HTML, CSS, C++, C#
- Design Software: Adobe Premier Pro, Photoshop, FL Studio