Amitoz Jatana

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EDUCATION

University of Toronto | Honours Bachelor of Science   September 2021 – April 2025

Computer Science Specialist (Co-op), Software Engineering Stream

PROJECTS

Course Assist Application   **GitHub**

- Created an innovative **Android application** enabling students to effectively plan their courses by leveraging key information, including prerequisites and offering sessions, managed by the Admin.
- Implemented efficient functionalities using **Java** and **Realtime Database** in **Firebase**, enabling seamless login for the Admin and course management operations such as addition, updating, and deletion.
- Conducted comprehensive unit testing using industry-standard tools like **JUnit** and **Mockito** to ensure the reliability and stability of the application.
- Actively collaborated with a dynamic **Scrum** team to successfully deliver six user stories, adhering to **Agile** principles, and effectively utilizing **Jira** for efficient task management and progress tracking.

To-Do List Website   **GitHub**

- Developed a dynamic **full-stack website** enabling users to effortlessly add and manage tasks, providing a seamless experience from creation to deletion.
- Designed an aesthetically pleasing frontend interface utilizing **HTML** and **Bootstrap CSS**, ensuring an engaging and user-friendly experience.
- Implemented a robust backend using the **Flask** framework in **Python**, incorporating **SQLAlchemy** to create a secure and efficient database for storing user login information and task records.

System Monitoring Tool   **GitHub**

- Engineered a robust **C program** with a remarkable 95% accuracy rate to meticulously monitor and track system resources, providing invaluable insights for efficient resource management.
- Implemented cutting-edge functions to seamlessly retrieve and display critical system information, empowering users with comprehensive visibility into their system's performance.
- Unleashed creativity by crafting captivating graphical representations of memory usage and CPU utilization over time, further enhancing the program's visual appeal and user experience.

Hungry Ogre: MIPS Assembly Platform Game   **GitHub**

- Engineered a main loop to seamlessly handle game states, keyboard input, and real-time sprite/object redrawing, delivering an immersive and highly responsive gaming experience for users.
- Pioneered the development of a captivating additional feature that introduced moving enemies, adding an exciting level of challenge for users, and elevating the complexity of collision detection problem-solving.

WORK EXPERIENCE

First Financial Solution Inc | Personal Assistant   September 2022 – January 2023

- Collaborated with cross-functional teams to coordinate projects and tasks, facilitating effective teamwork, and achieving project objectives within designated timelines.
- Exemplified exceptional organizational skills by diligently scheduling and managing over 15 appointments daily, resulting in a substantial boost in workplace productivity.
- Acted as the primary point of contact for internal and external stakeholders, demonstrating strong interpersonal skills and providing excellent customer service.

SKILLS

- **Languages:** Python, C, Java, HTML, JavaScript, CSS, Kotlin, Assembly, Unix/Shell scripting
- **Tools/Frameworks:** Android Studio, Firebase, Flask, Bootstrap, Tailwind, JUnit, SVN, GitHub, React Native
- **Concepts:** SOLID, Design Patterns, Agile Methodology (Scrum), Object Oriented Programming