

Ajwad Rahman

463 Gerrard St E, Toronto, Ontario M5A 2H1
4163663591 | <https://ajwad-rahman.github.io/myresume/> | ajwadr9@gmail.com

Objective

I am a dedicated student who always finishes tasks to the best of my ability. I'm looking for a computer science job where I can use my skills and work ethic to contribute.

Education

September 2011 - June 2021 | Sprucecourt Public School

Ontario Secondary School Certificate
Toronto, Ontario

September 2021 - Present | Jarvis Collegiate Institute

Ontario Secondary School Diploma
Toronto, Ontario

Work Experience

February 2024 - Present | Head of Development | Zol's Development

Toronto, Ontario

- Code
- UI
- Animations
- VFX

Extra-Curricular

September 2023 - Present | Hockey 4 Youth

- I learned how to play hockey with my peers and developed leadership skills by formulating plays.

November 2024 - Present | Game Makers Club

- As president of the 'Game Makers Club', I manage all the events and meetings. In the meetings, we talk about games and what makes them good or bad.

October 2024 - Present | STEM Club

- We do anything STEM related and make it fun. For example, we had an experiment to see how many rubber bands it would take to make a pumpkin explode.

Volunteer Experience

December 2021 - February 2022 | Skills For Change

Number of Hours: 38

Skills For Change

Toronto, Ontario

- Developed leadership skills

December 2021 - February 2022 | Eco Team

Number of Hours: 7

Clean Up

Toronto, Ontario

April 2020 - Present | Masjid Al Ihsaniyya

Number of Hours: 160

Imam (Lead prayers)

Toronto, Ontario

- Developed leadership skills

Skills and Abilities

Problem Solving

- This is key for making games, doing math, or doing any of my computer science projects. It's normal to get stuck, so I have to find the solution to the problems that prevent me from moving forward.

Time Management/Efficiency

- As a coder, I like to find the best ways to manage time efficiently so I can do more in less time, while boasting better results. This is often used in computer science projects, game development, but it also translates to tests and assignments in any subject like math.

Planning

- Developing a game or doing a big computer science project requires planning beforehand. I often needed my planning skills in computer science class to know what I can do within the time limits I had for big projects. Planning is also essential when I play hockey. I usually formulate my team plans, so whether we win is often on me.

Achievements

September 2024 | Grade 11 Canadian Law Award

- Developed great understanding of Canadian law.

September 2024 | Honor Role

- Achieved a combined average of 80% or higher in all of my courses.

Certifications

January 2025

JCI Grade 12 Computer Science

Hobbies and Interests

- Game Development
- Writing
- Web Development

References

Nathan Eusebio, Teacher

nathan.eusebio@tdsb.on.ca

Dan Retson, Teacher
dan.retson@tdsb.on.ca