Kailo Ando

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✛ Summary

- Computer science graduate with hands-on Python coding on various successful projects, both collaborating with teams and self-driven.
- Applied passion for creation & problem-solving, such as creating a gaming engine toolkit to optimize an inefficient engine.
- 4 years of customer services experience, communicating on the front line in a high-pace environment.

✛ Employment

University of Waterloo
Intern (Part-Time)   May 2016 to Aug. 2016

– Designed a web application tool for data-base professors & PhD students to visualize their data.
– Designed the front-end using HTML, Javascript, SQL, PHP.
– Single-handedly developed the program and provided an effective product at the end of my internship.
– Worked together with Supervisor to implement the supplied data

Cineplex
Cast Member (Part-Time)   Courtney Park
         Nov. 2016 to Oct. 2020

– Used strong interpersonal skills in order to work with colleagues to provide clientele with high degree of service.
– Predicted & planned the quantity of incoming guests in order to meet demand with appropriate amount of supply.
– Assisted supervisors by delegating daily tasks, while informing the team of policy changes.

✛ Projects

Personal Project: Alien Invaders
- Self-taught to learn a different coding architecture for Pygame Library.
- Worked around the challenge of the lacking rudimentary features in Pygame via the creation of classes such as a button class.
- Wrote the code such that the game reads from an asset file in addition to writing to a high score text file.

Personal Project: Messaging Web App
- Designed using self-taught technologies Django, SQLite, JSON and relational databases.
- Constructed an app that allows users to send mail to other users on the platform, providing the ability to archive, marking mail as read, and deletion of the mail.
- Coded both visual and functional aspects of the web app

University Project: Microsoft Paint
- High degree of collaboration was the focus of the project, having four students.
- Created a mimic of Microsoft Paint program, coding for its user tools from scratch.
- Took lead with one other student in order to delegate and organize work amongst the others in order to meet tight deadlines

✛ Education

University of Toronto
         Sept. 2015 to Aug. 2020

Bachelor's of Science Computer Science 2020

✛ Volunteering

Nikka Gauken · Youth Faciliator
         Sept. 2015 to Aug. 2016

- It is a Japanese School for the youth, where they teach not only the Japanese language but the culture through extracurriculars.
- Distributed the homework and paperwork to the teachers and other staff.
- Volunteered as an assistant teacher for the Kendo, an extracurricular club.

Canadian Kendo Federation ·
Tournament Volunteer
         Sept. 2014 to Mar. 2019

- Assisted in ensuring that the participants are correctly fitted and ready for their matches.
- Ensuring that both players and other volunteers at my assigned court have a smooth experience.
- Volunteered at a multiple tournaments ranging from club tournaments to larger tournaments

✛ Skills

PROGRAMMING LANGUAGES:	FRAMEWORKS & TOOLS:	LANGUAGES:
Python	Eclipse	English
Java	Django	Japanese
CSS3	Pycharm	
HTML5	Visual Studio	
Javascript		