

# 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-handely 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. 2016

- 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

May 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

Sept. 2015 to Aug. 2016

### Tournament Volunteer

- 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:

Python

Java

CSS3

HTML5

Javascript

### FRAMEWORKS & TOOLS:

Eclipse

Django

Pycharm

Visual

Studio

### LANGUAGES:

English

Japanese