CEDRIC NGOUNOU

LinkedIn: www.linkedin.com/in/cedric-ngounou | Phone: 514-919-6711

GitHub: https://github.com/Cedric1234567

EDUCATION

University of Toronto - Canada   **Fall 2022 - Spring 2027**
 Computer Science Specialist
- GPA: 3.88
- Relevant Courses: Programming on the web(Software Development), Intro to database management(SQL), Introduction to Machine Learning, Object-Oriented Programming(Python), Introduction to Mathematical Proofs, Software Design(Java), Introduction to the theory of computation, Probability and Statistics, Data Structures and Analysis, Software Tools and Systems Programming(C), Computer Architecture

PROJECTS/EXPERIENCES

Disability Friendly Adventure Game   **September 2023 - Novembre 2023**
- Use Java programming and graphical user interfaces to create an interactive adventure game
- Apply **S.O.L.I.D principles**, use **design patterns** such as singleton pattern and strategy pattern and **Agile Methodology** to produce a well-organized and simpler code.
- Implement **accessibility features** such as text-to-speech, colourblind mode, and the options to augment the screen view allowing our game to be adapted to a wider variety of users such as blind users and others.

Server for a Text-Based Multiplayer Game   **March 2024 - April 2024**
- Use **Unix sockets** and **inter-process communications** in C to create a Pokemon like battle game, allowing players to connect, communicate, fight, wait for an opponent and exit at will.
- Manage **efficient** game development and coding in a collaborative atmosphere
- Use **select, read and write** system calls allowing multiple games to occur simultaneously and preventing the server from ever blocking.

Phone Company Application   **February 2023**
- Design an interactive telecommunication system simulator using **OOP**, which handles customers, phone lines, calls, contracts and displays customers incoming/outgoing calls based on desired filters.
- Utilize concepts such as polymorphism, I/O file handling(**JSON** data), abstraction, event-driven programming, design patterns(Strategy Pattern, Iterator Pattern) and Single responsibility principle to create organized and efficient code.
- Created and executed **40+** comprehensive and thorough test cases using Python's pytest to assert full functionality of the application.

Others: Website for Black in STEM association at UTM(On-going), File Compressor/ Decompressor, Sound manipulation program(C)

AWARDS & HONOURS

- IB Physics and Mathematics, Chemistry Excellence Awards(12th grade)
- Government of Ontario Merit Scholarship, UofT Renewable Scholarship
- Dean's List scholar

TECHNICAL SKILLS/Extracurriculars

Work Experiences| Programming substitute teacher, Sales Associate at SoccerMaxx, Support Staff
Fluent languages| French, English, German, Spanish(Basics)
Languages and Frameworks | Java, Python, HTML, C, Assembly, CSS, Javascript, PostGresSQL
Developer Tools| Gitlab, Github, Linux/Bash, VM
Extracurriculars| Footballer, Football coach(Soccer)