

# CEDRIC NGOUNOU

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## EDUCATION

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University of Toronto - Canada

Fall 2022 - Spring 2027

Computer Science Specialist + PEY Coop

- GPA: 3.84
- Relevant Courses: Programming on the web(Software Development), Intro to database management (SQL), Introduction to Machine Learning, OOP (Python), Software Design (Java), Data Structures

## SKILLS/EXTRACURRICULARS

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**Languages and Frameworks:** Java, Python, HTML, C, Tailwindcss, Javascript, PostGreSQL, APIs, React, Next.js, SQL, Git

**Professional skills:** Problem-Solver, Collaboration, Self-motivated, Analytical, Resilient

**Fluent languages:** French, English, German, Spanish

## PROJECTS

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FlyNext Application

Current

- **Developing** a full-stack travel search platform, FlyNext, using Next.js, Prisma, React, TailwindCSS, and Docker for deployment, enabling users to search and compare flights and hotels seamlessly.
- **Designing** and implementing a robust backend with REST APIs, leveraging real-time data to provide accurate availability and pricing information for flights and accommodations.
- **Building** a clean front end with advanced search filters (price, departure time, duration, layovers, amenities, and ratings) to enhance the user experience and streamline travel planning.

Server for a Text-Based Multiplayer Game

March 2024 - April 2024

- **Used** 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.
- **Managed** efficient game development and coded in a collaborative atmosphere of 3 team members through in-person meetings, planning, and peer reviews.
- **Actively leveraged** select, read, and write system calls, allowing 100+ players to connect and multiple games to occur simultaneously while preventing the server from ever blocking.

Disability Friendly Adventure Game

September 2023 - November 2023

- **Deployed** an interactive, user-friendly adventure game via Java OOP and GUIs, customized to reach a wider and diverse set of users respecting UI/UX design.
- **Applied** S.O.L.I.D principles, design patterns such as singleton pattern and strategy pattern and Agile Methodology to produce a well-organized and simpler code.
- **Implemented** 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.
- **Contributed** to a team of 4 to design a comprehensive Product Backlog, employing GitLab for streamlined independent and collaborative workflows, for a quality and responsive final product.

## WORK EXPERIENCES

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**Educational Technology Consultant**

**September 2023 - Present**

**Conseil Scolaire Viamonde**

- **Supported** programming clubs across three schools, managing 30+ students and coordinating with 4+ teachers to implement structured coding and robotics lessons.
- **Optimized** resource allocation by managing 10+ drones per school, troubleshooting hardware and software issues to ensure smooth operation and hands-on learning experiences.
- **Mentored** students in object-oriented programming, guiding them through debugging, algorithm development, and project-based learning to enhance computational thinking.
- **Trained** teachers on integrating Python and robotics into their lessons, improving their confidence and ability to teach technical concepts effectively.

## AWARDS & HONOURS

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IB Physics and Mathematics, Chemistry Excellence Awards(12th grade)

Government of Ontario Merit Scholarship, UofT Renewable Scholarship, Dean's List scholar