

# Elias C. Mawa

Edmonton AB, Canada

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## Education

### The King's University, Edmonton AB

BSc. Computer Science, APRIL 2021

### Edmonton Christian Highschool, Edmonton AB

JULY 2016

## Work Experience

### St. Gregory's Landscaping, Edmonton AB

Summer Laborer, Apr 2017 → Current.

St. Gregory's Landscaping provides maintenance, design and construction for residential and small commercial properties.

- Provided various services on gardens, yards and patios.
- Entrusted with maintenance, design, and construction duties.

### Modern Cleaning, Edmonton AB

Nighttime Janitor, Jun 2017 → Jan 2019.

Modern Cleaning provides cleaning contracts for commercial companies.

- Performed nighttime janitorial and maintenance services.

## Software Projects

### GoBox (Golang)

File Sharing Web Application, Nov 2018 → Current

GoBox is a web application for general-purpose file sharing.

- Developed from scratch alone, using GO & along with MariaDB on the backend.
- Deployed JavaScript, Ajax, and JQuery skills on the frontend.
- Utilized my own ashleycss framework for frontend.

### KURISU (Typescript)

Powerful Chat Bot, Apr 2018 → Current

KURISU is a general-purpose chat bot for the online community app Discord.

- Developed with a colleague using NodeJS + Typescript, and MYSQL.
- Performs various administration workflows for servers; manages roles & active users.
- Used concurrently across 5+ servers and 250+ users.

### ASHLEYCSS (CSS/SAS)

Modern CSS Framework, Oct 2018 → Current

ashleycss is a modern & minimalist CSS framework written in pure SASS

- Conforms to CSS3 & HTML5 standards.
- Based on flexbox & mobile friendly design.
- Written with pure SASS and less than 3kb gzipped & minified.

## School Projects

### Chess (Java)

Software Engineering, Sept 2019 → Dec 2019

Full graphical chess game in a group setting. A Robust application fitted with 2 player local & ai capabilities, and varying settings & tools.

- Developed the core engine, ai, and various GUI components.

### Paint (C++)

Algorithm Analysis, Sept 2019 → Dec 2019

Small graphical paint application for a self-guided final project.

- Utilized C++ & the OpenGL/FreeGLUT libraries.
- Fully demonstrates the flood (bucket) fill & border fill algorithms.

## Skills

●●●● | 6Y ----- HTML5/CSS3/JavaScript  
●●●● | 3Y ----- TypeScript & Node.JS  
●●●○ | 4Y ----- C++  
●●●○ | 4Y ----- Java  
●●○○ | 3Y ----- Ruby  
●○○○ | 1Y ----- Dart  
●○○○ | 1Y ----- Go

## Leadership Experience

### King's Computer Science Club (KCS)

Founder/President, Sept 2019 → Current.

The KCS is a club to create interest and community within Computer Science. The KCS organizes talks, guest speakers, activities, and directs students to cool CS events and opportunities.

### King's Games Club

Event Organizer, Sept 2017 → Current.

The King's Games Club, better known as Super Awesome Game Evening (SAGE). SAGE is weekly night for students to cool off. SAGE also organizing school wide LAN parties & tournaments.

## Volunteer Experience

### Trinity Christian Reformed Church

Youth Leader

Provided support for weekly events & connected with various youths.

### Rehoboth Ministries

Camp Leader

Provided various services for children with various forms of mental disabilities.

### Mustard Seed

General Volunteer

Participated in general volunteer opportunities, targets towards the homeless population in Edmonton.

### Boys & Girls Club Canada

Youth Councilor

Would play various sports & connect with various troubled youths in Edmonton.

## Other

### Tools & Assets

- Git, Nginx, Linux/Unix, (No)SQL, JSON & API's, Linux Shell, UX & UI
- Collaborator, Compromiser, Generalist, Adaptive Learner & Bringing Positivity.

### Language

●●●● | Native ----- English  
●○○○ | Beginner ----- Korean