RON FRIEDMAN

COMPUTER SCIENCE STUDENT | ÉCOLE DE TECHNOLOGIE SUPÉRIEURE (ETS)
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OBJECTIVE

Serve position where I can use my outgoing personality and excellent multitasking, proficiency in problem-solving, programming and time-management skills to enhance software development lifecycle workflow and further develop my skills as a software developer.

SKILLS

- Experienced programmer (multiple languages, including font-end & back-end)
- Proficiency with version-control software and administrative tools
- Proficient with client information systems (databases)
- Experience with Linux-based server distributions (CentOS) and Windows Server distributions
- Experience with container orchestration tools (Docker, Kubernetes)
- Quick learner
- Execute the given task(s) in most efficient way possible
- Fully bilingual
- Easily adaptable to required working environment
- Good attitude towards peers
- Excellent communicator

EXPERIENCE

MAY-2022 – DEC-2022:

- Pursued an internship at Bell Canada.
- Responsible for the development & maintenance of full-stack applications to track telecommunication equipment status (Perl, Python, Bash, MySQL, MongoDB, Docker, Kafka).
- Implemented various new tools to help maintain existing telephone wireline network & next-gen fiber network.
- Assisted in the installation, configuration, and diagnostic of next-generation telecommunication equipment.
- Produced documentation to meet compliance and security requirements set by Bell Canada's cybersecurity team.
- Produced various data collection automation tools to allow for easier troubleshooting.

SEPT-2019 – FEB-2021:

- Participate in multiple virtual reality and mixed reality launch events at Vanier College by coordinating and setting up all equipment to comply with executive standards.
- Core developer of Vanier Robotics Web development team, coordinating and planning the creation of the Robotics website for the competition in February 2020.

EDUCATION

JANUARY 2023 – PRESENT / UNIVERSITY/ BACHELOR OF I.T ENGINEERING

Pursuing a 4-year bachelor's degree in the Engineering field, to apply my knowledge of computer systems, software design and networking to ensure the delivery and continuous support of emerging and existing industry products.
https://www.vaniercollege.qc.ca/computer-science-technology

DECEMBER 2019 – PRESENT / CEGEP / COMPUTER SCIENCE TECHNOLOGY

Studying in a 3-year program at Vanier College, where I conceptualize, write and debug software, while also discovering all the different IT sectors, learning their methodologies and designing applications based on their individual needs.
https://www.vaniercollege.qc.ca/computer-science-technology

JUNE 2019 – DECEMBER 2019/ CEGEP / COMPUTER ENGINEERING

Studying in a 3-year program at Vanier College, which teaches me how to read, design and debug electronic circuits while also teaching how to program in a variety of programming languages which are required when working in the field.
https://www.vaniercollege.qc.ca/computerized-systems/

2014 - JUNE 2019 / SECONDARY HIGH SCHOOL / INTERNATIONAL BACCALAUREATE (IB) PROGRAM

Graduating Des Sources High School – International Baccalaureate, which provides opportunities to develop knowledge, attitude and skills to manage complexity as well as take responsible actions for the future and empowers to participate in service within the community
http://ecoledessources.com/

AWARDS & HONOURS

JAN-2022:

- Winner of McGill *McHacks – 9th Edition* (Newbie Category) for *Mood Changers* web application:
  - Project developed in <72 hours
  - Utilization of various web APIs and libraries (*faceapi.js*, *googleapis*, *React*, *Redux*, *MUI*, etc.)
  - Production of web application capable of analyzing the user's face using ML to make API calls to YouTube and recommend music based on the user's mood

SEPT-2020 – APR-2021:

- Developer and recipient of MITACS student internship award with the goal of production of artificial intelligence material for education purposes
  - Development of a neural network capable of playing an interactive game of rock, paper & scissor
  - Development of a neural network capable of detecting & sorting through different types of material for recycling