

RON FRIEDMAN

COMPUTER SCIENCE STUDENT | VANIER COLLEGE

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 front-end & backend)
- Proficiency with version-control software and administrative tools
- Proficient with client information systems (databases)
- Quick learner
- Execute the given task(s) in most efficient way possible
- Fully bilingual
- Flexible Schedule

EXPERIENCE

2021 (SEPT-2020 – APR-2021):

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

2020 (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.

TECHNOLOGY ASSOCIATE • STAPLES CANADA • NOV-2018 – FEB-2020

- Employed as a Technology Associate;
- Diagnosed and repaired hardware, notably computers and tablets
- Engaged in positive conversations with customers and created partnerships between them and the store
- Helped organize events demonstrating the use of certain products, such as but not limited to software, hardware and different technology products



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- Easily adaptable to required working environment
- Good attitude towards peers
- Excellent communicator

2019 (APR-2019 – AUG-2019):

Organizing and supervising and participating in the Otakuthon 2019 Anime Convention by checking in attendees at the reception venue and helping them purchase their ticket(s), using software.

EDUCATION

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/>



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