Dean Covrigaru

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EDUCATION

Bachelor of Science (Honours) | Computer Science Major
Toronto Metropolitan University · Expected 2026

Westmount Collegiate Institute · Thornhill, Ontario
· Diploma with Honours.

EXPERIENCE

Computer Science Instructor
Kids Great Minds   June 2024 - September 2024, Greater Toronto Area, ON
· Tutored children in foundational programming concepts to help them develop problem-solving skills and computational thinking.
· Instructed students in multiple programming languages, including but not limited to: Python (scripting, automation, and beginner programming), Java (object-oriented programming) C, C#, and C++ Provided hands-on guidance through interactive projects, enabling students to apply programming knowledge to real-world tasks.
· Focused on critical software skills such as problem decomposition, code optimization, and algorithm design, preparing students for more advanced programming challenges.

Python Developer
WebOp   September 2022 - February 2023, Vaughan, Ontario
· Entrusted with refactoring and maintaining Python code to deliver efficient, high-quality code by providing technical advice and implementing automations processes.
· Responsible for debugging and testing applications to ensure streamline production of end-product by problem-isolation and manual testing.
· Prepared reports, manuals, and other forms of documentation by constant code review, whilst contributing with professional feedback/comments at design meetings and code reviews.

PROJECTS

Text-Based Adventure game - Python
· **Dynamic Gameplay Mechanics**: Implemented a turn-based combat system, allowing players to engage in battles with zombies using various weapons. Players can choose from different combat strategies, impacting their chances of survival.
· **Interactive Environment**: Designed rooms with unique descriptions, items, and events, creating an immersive atmosphere. Each room offers distinct challenges, including puzzles and enemies, which require players to think critically and make informed choices.
· **NPC Interactions**: Developed AI-driven NPCs that can act based on their state (idle, move, attack, loot), enhancing the game's unpredictability. NPCs can affect gameplay by offering assistance, presenting challenges, or providing hints.
· **User-Centric Design**: Created intuitive user interfaces and help menus to guide players through gameplay. The game includes hints and descriptions to assist players in navigating the story and understanding game mechanics.
· **Data-Driven Architecture**: Utilized JSON files to manage game data, including room configurations, item inventories, and character statistics. This modular approach allows for easy updates and expansions to game content.

Personal Website Portfolio
www.deancov.com
· Developed a responsive portfolio website to showcase skills, experiences, and projects.
· Designed an engaging user interface using HTML, CSS, and JavaScript, focusing on user experience and accessibility.
· Implemented a tab navigation system to organize content sections (About, Skills, Projects, Contact), enhancing user interaction and content discoverability.
· Integrated an API based contact form.

SKILLS

Python – Highly proficient, developed a captivating text-based adventure game

HTML / CSS – Proficient in HTML and CSS, with experience in creating responsive and visually appealing web layouts

SQL – Skilled in SQL for comprehensive database management, including the formulation of complex queries, data manipulation, and performance optimization

C++ – Proficient with a strong focus on object-oriented programming