ERFAN JAFAR

St. John's, NL, Canada

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TECHNICAL SKILLS

Languages: Java, Python, C#, C, C++, Node.js, React, SQL, PowerQuery, XML, JSON, VBA
Web Technologies: JavaScript, Typescript, Razor, Bootstrap, HTML, CSS
Database Management: MySQL, mongoDB, PostgresSQL, PowerBI, Tableau
Tools: Git, GitHub, GitLab, Linux, PowerBI, Unreal Engine

EDUCATION

Bachelor of Science in Computer Science, Minor in Business Administration   **09/2020 - 12/2024**
Memorial University of Newfoundland, St. John's, NL   *St. John's, NL*

EXPERIENCE

Junior Programmer Analyst Intern   **01/2023 - 09/2023**
Innovmarine   *Levi, QC*

- Collaborated on a cross-functional team to create a SAAS web application using JavaScript, C#, Razor, Bootstrap, and HTML.
- Conducted code reviews, thorough testing, ensuring adherence to best practices, functionality, quality, and user satisfaction.
- Managed SQL databases, optimizing schema design and performance, identified and resolved software bugs.
- Contributed to comprehensive documentation for ETL softwares, web applications, and database processes.
- Developed VBA and PowerQuery ETL transformations, enhancing data quality.
- Used PowerBI for data visualization and building relations between tables from SQL servers.

In-store and In-home Computer Technician   **10/2021 - Present**
GeekSquad   *St. John's, NL*

- Conducted in-depth troubleshooting using diagnostic tools, ensuring accurate problem identification and swift solutions.
- Interact effectively with customers, gathering detailed issue information and providing clear, non-technical explanations of solutions.

Junior IT Specialist   **03/2021 - 08/2021**
Beef and Butter   *Jeddah, KSA*

- Seamlessly integrated restaurant profiles with delivery apps, ensuring accurate menu information and pricing.
- Revamped website using HTML, CSS, and JavaScript, elevating online presence and user experience.
- Collaborated with stakeholders for effective integration and documented technical changes.

PROJECTS

Bunny Rambo | *Python, Pygame*
Developed a 2D shooting game using Python and the Pygame library. Implemented player movement, shooting mechanics, enemy AI, collision detection, and health management systems. Utilized image and sound assets to enhance the gaming experience. Demonstrated proficiency in Python programming, game development concepts, and problem-solving skills.

Mind the Gap | *Java, Java Swing, GUI Design, Event Handling, OOP.*
Features dynamic grid layout using Java Swing components, random selection of starting player, player turn indication, and detection of neighboring square selections to determine the game outcome.

KingDomino | *Java OOP, GUI design, event handling, and teamwork*
2 or 4 player Java-based board game application. The application utilized Swing for the graphical user interface, providing an interactive gameplay experience. I played a role in designing and implementing the GUI layout, managing player interactions, calculating scores based on the game's mechanics, and documentation.

StoxPredict (In progress) | *Python, Machine Learning, Data Analysis, Web Scraping*
Utilized web scraping techniques to gather financial data from Yahoo Finance, implemented time series data preprocessing, and developed a predictive model using LSTM neural networks in Python. Applied statistical metrics such as RMSE and MAPE to assess model performance. This project showcased proficiency in data manipulation, machine learning, and quantitative analysis

RELEVANT COURSEWORK

- Data Structures and Algorithms
- Algorithms for AI
- Theory of Computation
- Operating Systems
- Computer Networks
- Cyber Security
- Software Engineering
- Computer Architecture
- Game programming