

Erfan Jafar

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Github: <https://github.com/EJ-20>

Portfolio: <https://ej-20.github.io/Portfolio>

About:

Enthusiastic and motivated undergraduate Computer Science student seeking internship opportunity. Excellent knowledge about computers including Windows, MacOS and Linux. Also learning Adobe Photoshop and Premiere Pro.

Education:

Bachelor of Science | Since 2020 |
Memorial University of Newfoundland.

Major in Computer Science, Faculty of
Science.

GPA: 3.0

Experience:

1. Accounts Assistant | March 2021 to
August 2021 | Beef & Butter Ltd.

- Recording sales and purchases.
- Preparing and maintaining important financial reports.
- Creating monthly income statements and expense reports.
- Contacting creditors and updating payment information.
- Calculating tax returns.
- Filing paperwork in the appropriate location.

2. In-store Service Agent | Since October
2021 | Geek Squad

- Provide amazing customer experience by understanding the customer's needs.
- Identify and create complete solutions according to their technology needs and lifestyle.
- Implement the necessary solutions on client units.
- Provide tutorial services to ensure that clients can take full advantage of their purchases.
- Keep clients updated when working on their devices on what is being done.
- Move units between stores and vendors and keep other agents informed about the unit.

3. Event Staff | Since October 2021 | The
Works

- Work with a team to set up venues for various games.
- Ensuring that seating arrangements meet the standards.
- Ensuring the event hall is clean and organized.
- Ticket scanning and welcoming guests.

Skills:

Programming Languages:

Java, Python, JavaScript, C, HTML, CSS, MySQL.

Extracurricular:

Graphic Designer | Google Developer Student Club, MUN (GDSC MUN)

Responsible for designing posts for the GDSC instagram page.

Projects:

Solo projects:

1. POS (in progress): Personal project from scratch where I am designing a POS system for a restaurant in Java.
2. Messenger (in progress): Personal project where I am creating a messaging app with the help of online courses. Written mostly in JavaScript.
3. Mind the Gap: 2 player game created by myself for one of my courses where the players take turns and each player tries not to click around any of the buttons already selected. Written in Java.

Group projects:

1. Kingdomino: 2 or 4 player game created by a group for one of my courses where players select dominos and place it in their terrains, and each domino has their points which are calculated at the end to determine the winner.