

# ERFAN JAFAR

St. John's, NL, Canada

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## EDUCATION

### Bachelor of Science in Computer Science

September 2020 - April 2025

Memorial University of Newfoundland, St. John's, NL

St. John's, NL

## RELEVANT COURSEWORK

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

## EXPERIENCE

### Junior Programmer Analyst Intern

January 2023 - September 2023

Innovmarine

Levi, QC

- Collaborated on a cross-functional team to create a SAAS web application using 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

October 2021 - Present

GeekSquad

St. John's, NL

- Expertly 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.

## PROJECTS

### Bunny Rambo | Python, Pygame

- 2D dynamic shooting game. Implemented player movement, shooting mechanics and enemy interaction. Designed graphics, managed resources, demonstrating game design and OOP skills.

### Mind the Gap | Java, Java Swing, GUI Design, Event Handling, OOP.

- 2 player game where players take turns selecting squares to avoid neighboring blocks. Implemented intuitive game instructions and dynamic interface updates. Demonstrated strong object-oriented design and problem-solving skills to create a visually appealing and engaging game.

### 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 | Python, Machine Learning, Data Analysis, Web Scraping

- Data analysis and machine learning project focused on stock price prediction. 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, emphasizing a practical application of programming skills in a financial context.

## TECHNICAL SKILLS

**Languages:** Java, Python, C#, VBA, JavaScript, SQL, XML, JSON, C, C++

**Web Technologies:** Razor, Bootstrap, HTML, CSS

**Database Management:** SQL, Database Design, Data Manipulation, PowerBI

**Version Control:** Git, GitHub, GitLab

## EXTRACURRICULAR

**HackFrost:** Logistics Team

**Google Developers Student Club:** Marketing Team

**Amazon:** AWS Training and Certification