Gabriel Diniz

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Summary of Qualifications

- Geomatics student with a computer science option, eager to apply my knowledge and skills to the real-world.
- Experienced in Python, JavaScript, and SQL from University courses, jobs, and personal projects.
- Keen to learn new technologies and concepts from future co-ops and co-workers.
- Highly motivated individual who enjoys working collaboratively and independently.
- Excellent verbal and written communication skills gained through customer service, business meetings, and presentations.

Technical Skills

Programming Languages: Python, JavaScript, SQL, HTML, CSS, WordPress, Scheme, Knowledge of C++
Technologies: VS Code, Shopify, React JS, Node JS, Angular, SQLite, PostgreSQL, MySQL, ArcGIS Pro, FME, Jupyter, Git, XCode

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Work Experience

Website Developer, U+ Education   *Jan – Apr 2019*

- Utilized React JS and Angular to begin designing and creating an improved version of the website.
- Maintained and enhanced numerous aspects of the U+ Education Website to improve customer experience.
- Created and upkept over 20 Shopify products, resulting in a significant increase in revenue and online traffic.
- Built business to business partnerships to expand the company's outreach and increase Website/product interaction.

GIS Technician, City of Richmond Hill   *May - Aug 2021*

- Capitalized on several technologies such as FME Workbench, ArcGIS Pro, AutoCAD for updating maps and data.
- Conducted quality assurance of data.
- Collaborated with co-workers to manage and manipulate several databases.
- Developed new maps for numerous departments within Richmond Hill.

Instructional Support Assistant, University of Waterloo   *Jan - Apr and Sept - Dec 2020*

- Worked in person and virtually to ensure that the course ran smoothly, providing and receiving feedback where necessary.
- Used JavaScript to modify and test assignments.
- Assisted in debugging and altering code to maintain efficiency.
- Constructed and delivered engaging tutorials to teach JavaScript.

Education

BES in Geomatics & Computer Science Option | University of Waterloo | Sept 2018 – Apr 2023
Relevant Coursework: Introduction to Computer Science 1 & 2 (Racket & Python), Algorithmic Problem Solving, Data Types and Structures, Data Management and Statistics, Computer Applications in Business: Databases. Object Oriented programming was used in multiple CS courses.
Awards: Dean's Honours List the past 3 study terms (Fall 2019, Spring 2020, Winter 2021)

Additional Skills

Fluent in Portuguese & passable Spanish • Computer Hardware Knowledge • Adobe Photoshop, Illustrator and Premier Pro

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Extracurricular Activities

Math Tutor • Note Taker at the University of Waterloo • Outdoor and Indoor Intramural Soccer