

Homayoun Elyasi

homayounelyasi.com | 647-550-4880 | homayoun.elyasi@mail.utoronto.ca | <https://www.linkedin.com/in/homayoun-elyasi>
<https://github.com/Homieeeeeidk>

Education

University of Toronto

September 2021 - May 2025

Honours in Bachelors of Science (H.Bsc), Computer Science Major

Mississauga

Awards

UTM Entrance Scholarship and University of Toronto Scholar program Scholarship

Technical Skills

Languages: Python, Java, C++, HTML, CSS, JavaScript, React.js, Node.js R, TypeScript, DOM, MySQL, PostgreSQL

Developer Tools: Git, Github, Visual Studio Code, PyCharm, IntelliJ, WebStorm, AWS

Libraries: NumPy, Matplotlib, JavaFx, pandas

Certifications

AWS (Amazon Web Services) Certified Cloud Practitioner CLF-C02

September 2023 - Present

Familiarized myself with commonly used AWS services and utilized them in my work

Experience

Full Stack Web Developer Internship

September 2023 - Present

- Implemented responsive design principles to enhance user experience.
- Collaborated with a team of developers to maintain and improve the product websites, ensuring stability and performance.
- Participated in weekly meetings and code reviews, contributing to discussions and providing and receiving feedback on progress.

Projects

Personal Website | HTML, CSS, JavaScript, React.js, Node.js, AWS

September 2023 – October 2023

- Built a **mobile responsive** Personal Website using **HTML**, **CSS**, **JavaScript** and the **React.js** library.
- Used the **React DOM** library to add user interface features to my website.
- Designed smooth transition animations with the help of React and **JS libraries** such as **React Smooth Scroll**.
- Made use of **EmailJS** to connect with employers.

DonkeyType | Java, JavaFX

November 2022 – December 2022

- Developed a typing speed and accuracy tester application with focus on **accessibility features** in a team of 4 people.
- Applied several design patterns such as **Decorator**, **Iterator**, and **Observer** to help shape the structure of the application.
- Contributed to the project by coding all the **UI panels** and **GUI elements** of the program using **JavaFX**.
- Used the **MVC (Model View Control)** architectural pattern to incorporate different aspects of the program.
- Designed **UML diagrams** to help elaborate on the relationships between different interfaces and models of the project.

Snow Hunt | C++, PostgreSQL

November 2023 – Present

- Programmed a **user interactive** program using **C++** that helps users find their next ski vacation destination.
- Utilized **PostgreSQL** for efficient data management and retrieval for integration into the application.
- Implemented efficient **SQL queries** to analyze data, enhancing the application's ability to provide tailored suggestions based on user preferences.

Tetris game | Java, JavaFx

October 2022 – November 2022

- Programmed the game of Tetris using **Java**, **JavaFx** and **Object Oriented programming**.
- Made use of **abstract** and **concrete** interfaces and classes to design the connection between model and view classes.
- Refactored the code in accordance with **SOLID design principles** for efficient and maintainable code.
- Used **Javafx** to develop the **GUI** and add **saving** and **loading** features to the game.