Homayoun Elyasi

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Education

University of Toronto September 2021 - May 2025
Honours in Bachelors of Science (H.Bsc), Computer Science Major *Mississauga*

Awards
UTM Entrance Scholarhsip 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

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**.
- Leveraged **Github** to give and receive code reviews from teammates as well as merge my contributions to the final product.
- 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.

File Compressor and Decompressor | *Python* January 2023 – February 2023

- Applied the **HuffmanTree** algorithm to build a file compressor and decompressor application.
- Used efficient design patterns as well as algorithms such as **Binary Search** to compress and decompress any file **under 60 seconds**.
- Implemented the **HuffmanTree** objects efficiently using **mergesort** algorithm, **recursion** and the **binary numeral system**.