

# Armaan Sharma

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## Education

### University of Toronto

Bachelor of Arts in Computer Science

Mississauga, ON

Sep. 2023 – May 2027

## Experience

### Data Structures Tutor

sKompXcel

Sep. 2024 – Dec. 2024

Toronto, ON

- Guided students through fundamental data structures, including arrays, linked lists, stacks, queues, and trees
- Utilized Python, Java, HTML, and CSS to teach real-world applications of data structures
- Provided real-time debugging assistance and conceptual clarity, helping students improve problem-solving skills

### Plant Worker

Bimbo Canada

May 2024 – Oct. 2024

Hamilton, ON

- Operated machinery and equipment to manufacture and assemble products efficiently and safely
- Conducted quality control checks to ensure products met company standards and specifications
- Collaborated with team members to meet production targets and address operational challenges

### Service Crew Member

McDonalds Canada

May 2022 – July 2022

Hamilton, ON

- Worked collaboratively with team members during peak hours and meet performance targets
- Maintained high standards of cleanliness and organization, ensuring compliance with health and safety regulations
- Provided exceptional customer service in a fast-paced environment, enhancing guest experiences and resolving issues promptly
- Operated and managed POS (Point of Sale) systems efficiently, ensuring accurate order processing and payment handling

## Projects

### Portfolio Website | HTML, CSS, JavaScript, Visual Studio Code, GitHub

Oct 2024 – Present

- Designed and developed a personal portfolio website to showcase projects and skills
- Implemented responsive web design using HTML and CSS for an optimal user experience across devices
- Leveraged Git and GitHub for version control and deployment
- Integrated Java-based functionalities to enhance interactivity

### Tetris/ JavaScript, HTML, CSS, Canvas

Dec 2024 – Present

- Implemented core game mechanics including grid-based logic, piece movement, rotation, and collision detection using JavaScript
- Utilized the HTML5 Canvas API to render and animate the Tetris game grid and Tetrominoes
- Integrated a simple game-over and restart functionality, with dynamic updates to the player's score
- Game loop functionality to ensure smooth and responsive gameplay across different devices and screen sizes.

## Technical Skills

**Languages:** Python, C++, JavaScript, HTML/CSS, C#

**Frameworks:** React, Vanilla JavaScript, Flask

**Developer Tools:** Git, PyCharm, Visual Studio, VS Code

**Libraries:** NumPy, Chart.js, pandas, Matplotlib