Armaan Sharma

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Education

University of Toronto — Mississauga, ON
Bachelor of Arts in Computer Science — *Sep. 2023 – May 2027*

Experience

Data Structures Tutor — Sep. 2024 – Dec.2024
sKompXcel — *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 — May 2024 – Oct. 2024
Bimbo Canada — *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

Mathematics Tutor — Dec 2024 - Present
Kumon — *Hamilton, ON*
- Provided personalized math instruction to students from elementary to high school, improving their problem-solving skills and understanding of core concepts
- Assessed and graded assignments to track progress, identify areas for improvement, and tailor learning plans accordingly
- Fostered a supportive learning environment by encouraging student engagement and building confidence in math abilities
- Developed strong time management skills by balancing individual student needs while managing multiple learners in a fast-paced setting.

Projects

Portfolio Website | *HTML, CSS, JavaScript, Visual Studio Code, GitHub* — Oct 2024
- 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
- 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