

# Simon Berhe

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## EDUCATION

### Ontario Tech University

B.S. in Computer Science

Oshawa, Ontario

Expected Graduation, April 2026

- o **GPA:** 3.6/4.30, *Dean's List*
- o **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Object-Oriented Programming, Statistics & Applications, System Design, Software Development & Integration
- o **Skills:** Java, Python, JavaScript, C++, HTML/CSS, SQL, Node.js, React.js, Problem Solving, Communication
- o **Tools:** Visual Studio, IntelliJ, PyCharm, Eclipse, Jupyter Notebooks, Git, Agile, Latex, MS Visio, MATLAB

## EXPERIENCE

### Summer Maintenance Worker

Toronto Transit Commission

Toronto, Ontario

May 2024 – August 2024

- Assisted customers with directions, inquiries, and general information about TTC services, providing friendly and professional customer service.
- Handled customer concerns or complaints by providing accurate information and reporting issues to supervisors when necessary.
- Collaborated with team members and supervisors to manage daily tasks efficiently, meeting all service quality standards under time constraints.

### Programming Team Member

Ontario Tech RoboMaster

Oshawa, Ontario

Sep 2023 – June 2024

- Applied C++ programming expertise to design and implement robust computer vision algorithms, significantly enhancing the functionality and performance of the system.
- Collaborated with the team to troubleshoot and optimize code, ensuring seamless integration with the robot's hardware.

## PROJECTS

### EasyEats | [Live Demo](#)

Front End Application

HTML, CSS, Javascript

Dec 2023 – Jan 2024

- Designed and implemented an intuitive user interface, optimizing the experience for recipe exploration
- Integrated **MealDB API** to fetch and display a wide variety of recipes based on user preferences.

### ChessHub | [Live Demo](#)

Full Stack Application

HTML, CSS, Java, Javascript

Sep 2023 – Nov 2023

- Engineered an online chess platform leveraging **RESTful API** for backend integration and real-time functionality
- Implemented **WebSockets** to enable interactive multiplayer experiences with minimal latency
- Designed with customizable themes, daily puzzles, and a dynamic leaderboard to enhance user engagement

### Trips to Japan | [Github](#)

Exploratory Data Analysis

Python, Pandas, Seaborn, Matplotlib

Oct 2022 – Dec 2022

- Analyzed and visualized a comprehensive dataset of **17,000+** records on international visitors to Japan, identifying key trends in annual and seasonal tourism patterns using **Python** (Pandas, Seaborn, Matplotlib).
- Cleaned and preprocessed the dataset by **removing duplicates**, **handling missing data**, and improving column naming conventions for clearer analysis, improving data reliability and readability.

## VOLUNTEER/ACTIVITIES

### Computer Science Club

Member

Oshawa, Ontario

Sep 2022 – Current

- Engaged in a community of tech enthusiasts, providing a platform for students to explore and engage.

### African Student Union

Member

Oshawa, Ontario

Oct 2022 – Current

- Member of an organization of 100+ members, helping hosting events and trying to reach out to the underprivileged community in Oshawa.

