

Education

Bachelor of Science at Western University (London, ON, Canada) **2020 – Present**

- Major in Computer Science with a Minor in Game Development

Skills

Programming: Java, C, Python, C++, C#, JavaScript, Bash

Libraries / Frameworks: React.js, JUnit, jQuery

Development Tools & Databases: Git/Github, Atlassian, SQL, MySQL, Unix & Linux, CSS, HTML

Experience

Program Coordinator at Camp OK (London, ON, Canada) **Dec 2023 – Present**

- Orchestrating and coordinating all aspects of camp programming, ensuring a seamless and engaging experience for participants.
- Spearheading the development and implementation of a dynamic leadership curriculum tailored to teenagers, fostering the growth of leadership qualities through constructive feedback and hands-on experiences.

Assistant Manager at Rocky Mountain Chocolate (London, ON, Canada) **Nov 2021 – Present**

- Manage financial transactions and maintain accurate records using cash registers, showcasing strong attention to detail, and financial management skills.
- Demonstrate effective communication within the team to achieve sales targets and operational goals, highlighting teamwork, and collaboration abilities.
- Ensure high product quality and customer satisfaction through meticulous product assembly and quality control, emphasizing a commitment to excellence.

Mentor at First Robotics Team - Raider Robotics 5024 (London, ON, Canada) **Sept 2020 – Present**

- Collaborating seamlessly within the team to ensure the successful execution of robotics projects, emphasizing agile methodologies and adaptability to meet evolving technical challenges.
- Leading the planning and execution of programming initiatives for the First Robotics Team, overseeing the development of high-performance robots programmed in Java, with a focus on precision and efficiency.
- Utilizing advanced data management tools such as Google Sheets and Excel to meticulously record and analyze performance metrics, enabling data-driven decision-making and continuous improvement.

Projects

Structural Integrity - The VR Damage Assessment Simulator (C#, Unity)

- A Virtual Reality education tool for civil engineering students at Western University.
- Equips students with skills to identify and assess structural damage in real-world scenarios.

5K24 Spark - *Enhancing Scouting for First Robotics Competition (FRC) (JavaScript, React.js, CSS)*

- Engineered the platform to operate offline, empowering teams to scout and save data without an internet connection, ensuring uninterrupted functionality in dynamic competition environments.
- Developed a comprehensive scouting website for FRC teams, facilitating the collection of data on other teams during competitions. The system seamlessly combines all relevant information into a QR Code, streamlining the integration of data into teams' scouting spreadsheets.

NavUWO - *Interactive Campus Map (Java, JavaFX)*

- Conceptualized and executed the development of an interactive map for Western University as part of an academic project.
- Engineered a user-friendly platform providing a comprehensive view of the campus layout, facilitating the efficient location of classrooms, washrooms, and other points of interest.