JAYDEN BROOKS

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EDUCATION

Honours Bachelor of Arts in Computer Science, York University   Sep. 2021 – Apr. 2025
Education: Test Driven Development, Game Development, Data Structures and Algorithms   *Toronto, ON*

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, HTML/CSS, SQL, Java, Python, Rust, C/C++, GDScript
Frameworks: Flask, Tailwind CSS, SvelteKit, MongoDB, SQLite, Express, Node.js, Flask, WordPress
Dev Tools: Linux, Git, Bash

EXPERIENCE

Software Engineering Intern   Sep. 2023 – Dec. 2023
Scotiabank   *Toronto, ON*
- Used **Java and Spring** to refactor Pass/Fail software scan API, to replace existing antiquated code.
- Using **Node.js** to build CI/CD API workflows and send results of code scans to a **MongoDB** database to consolidate important information for the team.
- Using **Electron** and **Quasar** to make a desktop GUI to run workflows and display data.
- Using **Jira and Bitbucket** to work in a **agile production environment**, with bi-weekly sprints.

Software Developer   May. 2023 – Aug. 2023
M5V Developments   *Vaughan,ON*
- Used **PyTorch Trained** AI models and the **OpenAI API** to create back-end management and content creation tools to increase marketing team productivity.
- Used the **Thinkific API** to create e-learning resources to help produce educational content.

Game Devs @ YorkU   Nov. 2021 – Present
Founder   *Toronto, ON*
- Founder and President of the Game Development Club at York University, cultivating a community for games programming.
- Used **SvelteKit** to build a website with a custom API to return member-written articles for display and reading.
- Used the **Itch.io API** to fetch **JSON data** of member submissions to club game jams to display on the website.
- Grew the club's online presence to **570** members while maintaining a in-person community at York.

Private Computer Science Instructor   Mar. 2020 – Present
Self Employed   *Brampton, ON*
- Teach **computer science fundamentals** to young students.
- Adapted **teaching methods** to cater to **individual students.**
- **Enhanced** traditional computer science education by designing **innovative** learning resources.

Lassonde Freshman Week Leader   Aug. 2022
Leader   *Toronto, ON*
- Helped **arrange and facilitate** activities for incoming Lassonde students.
- **Executed tasks** received from Captains and O-chairs, while managing the students under my authority.
- **Excelled in a team** to help build and maintain **encouraging and friendly** environment.

PROJECTS

Pomoduino | *HTML, CSS, JavaScript, Python, Flask, C++, SQLite, Git*
- Team project for **Methacks 2023:** A physical study timer that sends study metrics to a **SQLite** database, viewable through a front-end site
- Connected **C++** code to a **SQLite database**, connected to a web-page using **Flask**.

Piktocashe | *React, Javascript, Axios, Firebase*
- Team Project for **Hack the North 2023:** a message board that allows users to leave notes viewable on specific ip-addresses.
- Used React and Firebase to build a **real-time messaging app** including **user authentication** and a **CRUD API** to a **NoSQL database** for storing messages.
- Used **Axios** to fetch a users ip-address, to filter the database to only display messages that matched.

Godot Game Development | *Godot Engine, GDScript, C++, Git*
- **Developed and published** games, tech demos, and simulations in 2D and 3D using the Godot game engine.
- Designed and implemented **class structures** using **composition and inheritance**.
- Document and share **project source code** to improve communal knowledge.
- Frequently host and participate in **timed Game Jam** development competitions.

Express Library App | *HTML, CSS, JavaScript, Node.js, Express, MongoDB Atlas, Git*
- Created a library management full-stack application that tracks instances of books, genres, and authors.
- Designed in **Node.js** and **Express** following MVC architecture, with objects stored in a **MongoDB Atlas Database**.