

Jacob Lavell

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Education

Honours Bachelor of Science – Computer Science September 2018 – July 2023
Brock University, St. Catharines, Ontario

Computer Programmer Analyst September 2017 – June 2018
George Brown College, Toronto, Ontario

- Completed first year of program before transferring to Brock.

Work Experience

Web Developer May – August 2021
Rivvi

- Converted existing webpages from JavaScript to TypeScript.
- Designed and developed a schedule page that could read and write user data from Firebase.

Web Developer June – August 2022
ALPHA Education

- Designed and developed interactive pages to teach users about historical events from WW2.

Volunteer Experience

Fan Expo Canada, Toronto, Ontario August 2023

- Assist attendees by answering questions, providing directions and ensuring events went smoothly.
- Worked with different teams in multiple positions to prevent stations from being understaffed.

Technical Competencies

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- Advanced experience in Java and Python programming languages (Object-oriented programing)
 - Proficient knowledge of HTML, CSS, JavaScript, TypeScript, Ajax (Creating webpages)
 - Basic understanding of Routers and switches (CLI use and Wireshark)
 - Proficient knowledge of Databases (PostgreSQL, Firebase)
 - Experienced with Microsoft Office Suite (Word, Excel, PowerPoint, Outlook)

Academic Projects

Brock University

COSC 2P03 – Advanced Data Structures

- Created trees, graphs, heaps and hashes and implemented data structures into Java programs.

COSC 2P89 – Internet Technologies

- Designed functional interactive websites using HTML, CSS, JavaScript, Python and Ajax.

COSC 3P32 – Introduction to Database Systems

- Created ER diagrams, studied queries in SQL and programmed databases with PSQL.

COSC 3P91 – Advanced Object-Oriented Programming

- Advanced object oriented programming with Java, designing GUIs and client-server connections.

COSC 3P97 – Mobile Computing

- Used Android Studio to create Android apps and used the Google Places API for a term project.

COSC 3P98 – Computer Graphics

- 2D and 3D graphics, lighting, real time interfaces and created a 3D animation for the term project.

COSC 4P02 – Software Engineering 2

- Worked with a team of four other students using scrum methodology.
- Developed a responsive museum map for the Niagara on the Lake Museum.