

COMPUTER SCIENCE CO-OP STUDENT

Toronto, ON

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Education

Ryerson University Toronto, Ontario

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

September 2018 - June 2023

GPA: 3.7, Deans List - Faculty Of Science

RELEVANT COURSES

Software Engineering, Data Structures, Web Development, Computer Organization

Skills

Languages Python, Java, HTML5/CSS3, PHP, Bash/Unix, JavaScript, C, MYSQL, SQLite

Frameworks Django, React, Laravel, Bootstrap

Operating Systems Windows, Linux

Tools MS Office Suite, Visual Studio Code, LaTeX

Experience _____

FreschCo Ltd.

Toronto, ON

FRONT-END CASHIER March 2019 - PRESENT

• Operate cash register, compute change and bag groceries, IPM(items per minute) of 36

- Organize damaged goods, return misplaced products and account for returned items
- · Deliver customer service such as directing certain items and attending towards 35-40 customers a day

Jane and Finch Tennis Toronto, ON

TENNIS COACH June 2014 - June 2017

- Organized team activities for team to participate in, organized and designed 2-4 matches per week for 6 weeks, based on skill level of participants
 Taught basic tennis fundamentals (forehand and backhand stroke) and proper movement habits(stay in middle of court, shift feet instead of
- Instilled good sportsmanship and integrity among children ages 6-16

Toronto Public LibraryLEADING-TO-READING MENTOR

Toronto, ON

June 2015 - August 2015

• Recommend books to children between ages 5-13 based on reading level.

- Design games and activities related to reading which exercised reading comprehension.
- Provide help to students one-to-one with their reading, writing and homework.
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Projects _____

Car Dealership Simulator

- Developed with Java, exercising Object Oriented Programming Concepts
- Fully functional, text-based car dealership inventory system simulator, using Collections and FileIO for managing cars

Pollux

- Developed using Django framework with sqlite
- Polling app designed to conduct and manage surveys, generate graphs based on data collected in database

Introduction to Material UI and Laravel

- Team Collaborated project hosted on Heroku, learned how to implement web frameworks
- Used Material UI to create front-end and Laravel to create back-end

Astro Blaster Z

- Developed in Java using Green Foot IDE.
- Used Object Oriented Programming along with the Green Foot IDE to create a bullet hell space shooter game complete with pixel graphics.