Joao **Correa**

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Computer Science Undergraduate

Skills

Programming- Java | Python | HTML | JavaScript | CSS | C/C++ | C# | SQL | Linux | TypeScript
Knowledge- TDD | Algorithms and Data Structures | Full Stack | Git/Github | React | Next | API | MongoDB
Transferable- Life-learner | Communication | Teamwork | Fast-paced environment | Quality Assurance | Problem Solving | Agile work model
Languages- English | Portuguese | Spanish

Personal Projects

Course Compass - https://github.com/joaoishida/CourseCompass *October 2023 - Present*
SFU Surge *SFU*

- Designed and developed a web application using Nextjs, React and other frontend tools to provide a platform that helps students with course selection and degree planning. Ensuring a responsive UI, providing an optimal user experience accross devices.
- Implemented a MongoDB database and a Simon Fraser University API. Used search capabilities to get information on over 2000 courses with details of sections, location, professors, and more under a second.

Personal Portfolio - https://joaoishida.github.io/cool-portfolio/ *May 2023 - Present*

- Crafted a professional portfolio website using React and Typescript to showcase expertise and achievements.
- Leveraged frontend technologies exclusively to enhance skills and create a seamless user experience.

Simple Chess Game *Jan - Mar 2023*

- Developed a simple two-player chess game using Java, featuring diverse functions and classes for each piece with unique movements
- Applied algorithmic thinking to develop the game logic and mechanics in the terminal
- PvP-oriented, with future plans to integrate AI, leveraging advanced technologies for a more challenging and dynamic gaming.

Technical Projects

SQL Yelp-database Project *Oct - Nov 2023*
CMPT 354 – Database System, SFU *SFU*

- Orchestrated the creation of a Python-based Yelp-like database, utilizing a responsive and intuitive user interface, leveraging hierarchical menus for effortless navigation and executing key functionalities.
- Implemented the development and meticulous implementation of an SQL-backed backend system, validating triggers to guarantee unswerving data integrity and optimize overall system performance.

Blokus Game - https://github.com/JoaoIshida/Blokus_game *May - Aug 2023*
CMPT 276 - Introduction to Software Engineering *SFU*

- Developed a Blokus board game using Python and a GUI framework PyQt5, utilizing agile practices, including standup meetings and other team techniques, to enhance communication and project coordination.
- Employed optimization techniques to improve the AI's searching for the best play, resulting in a significant reduction in searching/play time to under 1.3 seconds

Fifteen Puzzle Game and Solver *Jan - Apr 2023*
CMPT 225 - Data Structures and Programming *SFU*

- Developed a fifteen puzzle game using Java for terminal-based gameplay, utilizing heuristic search strategies to enhance the puzzle-solving capabilities of the AI.
- Implemented a solution finding system using both A* search and Iterative Deepening A* (IDA) algorithms, achieving efficient searching times for solutions under one second.

Extra-curricular

2024 **Journeys Hackathon**, SFU
2023 **Mountaintop Games Jam**, SFU
2023 **Programming Logic Course**, Softblue
2023 **C++ couse**, Udemy
2020 **CS50 Course**, Harvard

Education

BASc Computer Science *Jan 2022 - Present*
Simon Fraser University *Burnaby, BC, Canada*

UTPII - Applied Science in Computer Science *Sep 2020 - Dec 2021*
Fraser International College *Burnaby, BC, Canada*