

Joao Correa

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Computer Science Undergraduate



Skills

Programming- Java | Python | HTML | JavaScript | CSS | C/C++ | C# | SQL | R | 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 across 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://cool-portfolio-ten.vercel.app/>

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 - https://github.com/Joaolshida/SQL_YELP

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/Joaolshida/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++ course**, Udemy
2020 **CS50 Course**, Harvard

Education

BASc Computer Science

Simon Fraser University

Jan 2022 - Present

Burnaby, BC, Canada

UTPII - Applied Science in Computer Science

Fraser International College

Sep 2020 - Dec 2021

Burnaby, BC, Canada