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Jonathan Ginevro
Computer Science Student

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Creative and hard-working computer science student, with various leadership experiences and skills in programming, math and logic. Continuously seeking to utilize my adaptability, responsibility and critical thinking skills to bring out the best in myself and the world around me.

EDUCATION

University of Toronto, St. George Campus   **Sept 2020 — May 2024**
Candidate for HBSc in Computer Science

WORK AND VOLUNTEER EXPERIENCE

Substitute Piano Instructor   **Jan 2020 — Mar 2020**
4Sound Music   Toronto, ON

- Taught private lessons with beginners to learn the basic rudiments of piano.
- Adapted and communicated with each student to allow them to achieve their goals and improve their playing abilities.

Camp Councilor   **June 2017 — Sept 2019**
Alive Outdoors   Toronto, ON

- Leadership position that required responsibility to maintain a safe environment at school overnight camp.
- Organized learning opportunities to deliver outdoor education and unforgettable experiences for junior students.

Karate Summer Camp Instructor   **June 2015 — July 2019**
Summit Karate   Toronto, ON

- Physical and mental training to improve mind, body and spirit.
- Instructed karate basics to younger students by demonstrating techniques and monitoring progress.

PROJECTS

Minimax TicTacToe Game, Python   **June 2021 — July 2021**
- Developed a user vs computer game of TicTacToe that utilizes the minimax algorithm to make it impossible for the computer to lose
- Implemented a graphical interface using PyGame to make the game accessible and visually appealing

Interactive Periodic Table, Java   **Jan 2020 — May 2020**
- Worked on a team to develop a full-stack periodic table, filled with the tools necessary to assist chemistry students at the high school level
- Developed all front-end elements of the table, and functionalities such as interactive cells, a molar mass calculator and a temperature slider.

Automated Puzzle Solver, Python   **Apr 2021 — May 2021**
- Developed an application that utilizes recursive backtracking to solve a suite of popular games and puzzles
- Implemented and explored depth-first and breadth-first search algorithms to implement the solver

SKILLS & ACTIVITIES

Extracurricular Activities	Piano (06/2006-Present), Karate (09/2012-03/2020), Senior Drumline (09/2016-06/2020), Senior Concert Band (09/2017-06/2020), Prefect (05/2019-06/2020), High School Ambassador (05/2019-06/2020), Camp Councilor (04/2018-03/2020)
Programming Languages	Python, Java, JavaScript, HTML, CSS, Swift, LaTeX
Technical Skills	Google Workspace, Microsoft Office Suite, Adobe Photoshop

AWARDS & HONOURS

Academic Achievements	Basilian Book Award Recipient (07/2020); Summa Cum Laude Graduate (07/2020); Basilian STEM Award Recipient (10/2020); St. Thomas More Society Award Recipient (07/2016 - 07/2020); Introduction to Programming in Swift 5 Certification (05/2021)
Extracurricular Achievements	Royal Conservatory of Music Level 8 Piano with Honours (08/2019); Shotokan Karate First Degree Black Belt (05/2017); 3x Canadian Drumline Association Premier Class Provincial Champion (06/2017 - 06/2019)