Joshua Perri

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Personal Projects

Connect 4 (2018-2019)

- Utilized the IDE Netbeans and Java GUI libraries in order to create a version of Connect 4
- Additionally ported the game over to C using a Linux terminal

● Dodge 'Em Game (2019)

- Used object-oriented programing in Java to create a simple game

Background Changer (2019)

- Allows a user to change their desktop wallpaper from a Linux terminal

Education

- Bachelor of Computing, Computer Science (Co-oρ)
 University of Guelph, 2019 Present
 - Minoring in Physics
 - Average grade of 87%
 - Board of Governors' Scholarship

Academic Projects

- Baby Name Archive (2019)
 - > Implemented a file reading system in order to allow a user to search up popular baby names by year using the C language
- "Rogue" game (2020)
 - > Created a game in java using custom objects, interfaces and GUI
- GPS Data webpage (2021)
 - > Used an HTML and Javascript front end and C backend to set up a web server that allows users to view GPS file data and find routes between points

Extracurricular Experience

- Design and Build competition (2018)
 - Led a group to win the fourth Design and Build engineering competition by the Professional Engineers of Ontario
- Niagara Region Mathletes champion (2017/2018)
- Tutored mathematics in high school (2017/2018)

Technical Skills

Languages

- C, Java, Visual Basic, Python, HTML, Javascript, CSS

Workflow

- Github, Documentation, Organization
- Code Testing
 - Debugging methods, Refactoring
- Operating Systems
 - Windows, Debian/Ubuntu
- Web programming
 - Front end HTML/Javascript, Back end Node.js/Javascript
- Software
 - Microsoft Powerpoint, Word and Excel

Other Skills

- Mathematics
- Critical thinking
- Flexibility
- Cooperation