

# Julius Henriques

juliushenriques@hotmail.com | (647) 233-3809 | [linkedin.com/in/juliushenriques](https://www.linkedin.com/in/juliushenriques) | [github.com/Julius14h](https://github.com/Julius14h)

## Education

### University of Toronto

09/2020 – 06/2026

- Honours Bachelor of Science, Computer Science, Biology, Forensic Science

## Projects

### FlyNext (Coursework project)

<https://flynext-raj.vercel.app/>

- Worked in a team to build a full-stack travel-planning web application
- Implemented the API endpoints for user authentication and creation and hotel searching notification logic
- Designed and implemented all frontend features using React and TailwindCSS
- **Tools Used:** Next.js, Linux, Typescript, Prisma, Postgres, Tailwind, React, Vercel

### DreamScape (Deerhacks IV 2025 Hackathon)

[github.com/Julius14h/dreamscape](https://github.com/Julius14h/dreamscape)

- Competed against 34 teams and came in first place for designing a full-stack dream interpreter application
- Designed and implemented API endpoints and an SQLite database to enable user authentication and persistent storage of dream entries with AI-generated analyses for later review.
- Delivered the project pitch to the judges.
- **Tools Used:** Next.js, Prisma, SQLite, Postman, Typescript, Linux, Python, Gemini

### Adventure Game (Coursework project)

[github.com/Julius14h/adventure-game](https://github.com/Julius14h/adventure-game)

- Enhanced an existing game with JavaFX, adding delete functionality using serialization as well as zoom capabilities via the Decorator pattern for a more dynamic UI.
- **Tools Used:** Java, JavaFx, Serialization, Git, IntelliJ

## Relevant Coursework

- Software Design, Computer Organization, Software Tools and Systems Programming, Design of Interactive Computational Media, Programming on the Web, Theory of Computation Mathematical Proofs, Biological Data

## Experience

### Research Assistant , *Exploring Critical Algorithmic Literacies* - University of Toronto

5/2025 – 7/2025

- Will conduct a comprehensive literature review and needs assessment to identify best practices and challenges in teaching algorithmic literacy.
- Will contribute to developing and refining educational modules for Introducing Critical Algorithmic Literacies in Computer Programming, editing and adding new content to the eBook on the Open Library Publishing Platform.

### Research Assistant, *AI in Clinical Decision Making* – University of Toronto

9/2025 – 4/2026

- Will conduct literature reviews on large language models (e.g., ChatGPT, Deepseek) to evaluate their application in clinical decision-making across various disease areas.
- Will analyze and summarize AI-generated responses, identifying errors and contributing to best practices for clinical use and synthetic psychology development.

## Technical Skills

**Languages:** Python, R, Linux, C, Java, Assembly, SQL, JavaScript, Typescript, LaTeX, HTML, CSS

**Frameworks and Libraries:** SQLite, VSCode, IntelliJ, Node.js, Next.js, JavaFx, Postman, React, Tailwind, GIT Control, Prisma

**Developer Tools:** Git, VSCode, IntelliJ, PyCharm, Figma, Postman