Junior Green

Innisfil Ontario, Canada

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WORK EXPERIENCE

Springwater Catering, Barrie, Ontario **May 2022 – September 2023**

Software Developer (Part-time)

- Maintained and optimized a website serving hundreds of weekly visitors, ensuring smooth user experiences and resolving frontend visual bugs and functional issues using React and TypeScript
- Assisted in implementing an ordering and scheduling system, enabling customers to efficiently place orders and select delivery or event scheduling options, improving operational efficiency
- Managed a RESTful backend built with Spring Boot, handling hundreds of daily requests to ensure system reliability and scalability
- Conducted code reviews and created detailed technical documentation, enhancing code quality in a distributed, remote-first team environment
- Played a key role in developing an end-to-end system that processed thousands of orders, contributing to six figures in revenue

EDUCATION

Carleton University, Public Research Institute of Ottawa, School of Computer Science **September 2020 – June 2024**

Bachelor of Science in Computer Science

CGPA: 3.40 | Dean's List

GPA: 3.72

SKILLS

Languages:	C++, CSS, Golang, HTML, Java, JavaScript, Python, SQL, TypeScript
Frameworks/Libraries:	Angular, Flutter, Hibernate, J2EE, JUnit, Next.js, Node.js, Spring Boot, React.js
Tools/Platforms:	Docker, Firebase, Git, IntelliJ, Linux, Maven, MongoDB, VS Code, Vercel, Vite, PostgreSQL
Soft Skills:	Team Collaboration, Technical Communication, Critical Thinking, Time Management, Adaptive

PROJECTS

Streaming Service Front-end Clone - Angular | Firebase **August 2023 – January 2024**

- Developed a front-end clone of the popular entertainment streaming service Crunchyroll
- Executed a responsive design approach with Tailwind resulting in a 40% boost in mobile responsiveness scores
- Integrated a secure authentication system, enabling robust email and password verification for users leveraging Firestore
- Achieved a 93% improvement in performance by optimizing the First Contentful Paint (FCP) to 466ms, enhancing website speed
- Streamlined network requests to Firebase Storage, reducing request times to an average of 156ms for a 19% efficiency gain

Sport Stats Tracker - Next.js | MongoDB **May – August 2023**

- Designed a comprehensive sports stat tracker web application using Next.js and MongoDB, enabling users to efficiently monitor performance
- Implemented a Continuous Integration (CI) pipeline with GitHub Actions, automating the build, testing, and deployment process to Vercel, decreasing deployment errors by 30%
- Implemented OAuth authentication integration with 4 identity providers, including Twitter, Reddit, Discord, and Google, increasing user flexibility and convenience, and boosting app accessibility
- Leveraged Next.js's server-side rendering (SSR) to boost app performance, achieving 10% faster loading times

Heart Rate Variability Analyzer, Carleton University - C++ | Qt **February – May 2023**

- Worked with 3 other team members in a simulated Scrum development environment to create a HRV simulator
- Constructed a GUI that featured a real time graph that visualized analytics such as heart rate, heart rate variability, and coherence
- Optimized the program's codebase, reducing build times by 30% (from 600ms to 420ms) and improving overall performance
- Mentored a team member by teaching Qt's widget API and library functionalities
- Conducted thorough debugging and testing cycles, ensuring a 98% defect-free application prior to final deployment

Digital Wardrobe App - Flutter | Firebase **May 2022 – January 2023**

- Engineered a scalable backend infrastructure using Firebase as a SaaS solution
- Integrated Apple In-App Purchase and Google Play Billing, enabling monthly subscriptions through a frictionless payment experience
- Implemented Google Sign-In and Apple Sign-In authentication enabling seamless login for a scalable consumer base
- Published a public beta test through the Apple Developer program and TestFlight, reaching over 20 beta testers