

Klein Harrigan

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Summary of Qualifications

- Strong proficiency with Python and SQLite resulted in the creation of dynamic course website with blazingly fast respond times.
- Familiarity with SCRUM and Agile methodologies led to the successful completion of event hosting and water monitoring apps in a third of the time allocated.
- Tried and tested skill with Git and Github facilitated smooth version control to coordinate team of 5 during the creation of event hosting app.
- Mastery of C# gained through implementing complex Ray-cast physics system in Unity
- Proficient with using digital design tools like Figma, Adobe Photoshop, Blender and Adobe Premier Pro to aid in app/website development and publishing.
- Strongly acquainted with the ins and outs of development including VC, the SDLC, Agile Methodologies and design patterns through creation of multiple apps.
- Refined abstract thinking and managing ambiguous problems communication, teamwork and flexibility skills honed through group projects and teaching.

Education

Honours Bachelor of Science, Computer Science Specialist (Co-op)

University of Toronto, Scarborough, Scarborough ON

September 2021-Present

- Entered as the Government of Anguilla's Island Scholar for having the best exam results on the island.
- Cumulative GPA: 3.9/4.0

Work Experience

Linear Algebra I for Mathematical Sciences Tutorial Assistant

May 2022-August 2022

- Created weekly lesson plans which facilitated a 100% increase in students' performance
- Engaged students in 1 on 1 settings with rigorous course material during office hours by effectively leveraging strong communication skills, leading to the reception of positive and appreciative feedback

Software Design Tutorial Assistant

September 2022-Present

- Aided students during weekly tutorials to facilitate a 20% increase in students' performance
- Engaged students in 1 on 1 settings with rigorous course material during office hours by effectively articulating technical challenges and solutions

Academic Experience

Introduction to Databases and Web Apps

Jan 2022 - Apr 2022

- Utilised HTML, CSS, Javascript with a Python Flask backend to make a responsive course website.
- Fully decked it out with a SQLite to run advanced queries for tasks like user authentication/authorisation, grade viewing/inputting and feedback forms.

Introduction to Software Design

May 2021 - Present

- Designed, implemented and tested an app that allows users to manage events/venues and join events
- Effectively integrated app with firebase to support backend with noSQL firebase realtime database
- Skilfully used Android Studio and Java to create a clean and responsive UI almost every device size

Projects

Quench

May 2021

Android App, Google Play Store

- Designed, implemented, tested and published a fully-fledged app on the Google Play Store.
- Effectively integrated app with firebase to support backend and REST APIs for ad integration
- Skilfully used Flutter and Dart to create a clean and responsive UI for almost every device

Traffic Assembler

July 2022 - August 2022

Computer Organisation

- Designed a car racing video game from the ground up using MIPS Assembly
- Masterfully employed object oriented design patterns to facilitate implementation of critical features such as collision, score, lives and power-ups
- Created beautiful sprite-work and pixel art using design software