Klein Harrigan
Mobile: +1 (647) 880-7669 | Email: kleinharrigan@gmail.com
Github: https://github.com/KleinKodes | Website: https://www.KleinKodes.com

Summary of Qualifications

- Strong proficiency with Python and SQLite resulted in the creation of dynamic course website with blazingly fast respond times.
- Intense 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

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

Work Experience

Tutorial Assistant - Software Design, Linear Algebra I for Mathematical Sciences   May 2022-Present
- Assisted students during weekly tutorials to facilitate a 20% increase in students' performance
- Engaged students with rigorous course material during office hours by effectively leveraging strong communication skills, leading to the reception of positive and appreciative feedback

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.
- Seamlessly connected it to a SQLite Database 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