Kyrel Jerome

Personal Info

E-mail

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Phone

226-224-7173

Github

github.com/kyreljerome

Website

https://kyreljerome.netlify.com/

Frameworks

- React Native
- Android Jetpack
- Bootstrap

Languages (Proficient)

- Java
- Python
- XML

Languages (Familiar)

- C#
- SQL

Soft Skills

- Analytical Thinking
- Communication
- Teamwork
- Organization (Scrum, Git)

Software

- OpenGL
- OpenCV
- Linux
- Android Studio
- Eclipse

Computer scientist, gamer, and software developer with 3+ years of experience teaching computer science concepts. With multiple completed and ongoing projects, I am an avid gamer who cares about efficiency and UI/UX design.

Projects | Available on Github

Street Fruiter (2016)

- Programmed a multiplayer 2D Fruit-themed fighting game using **AABB collision** and a **custom sprite animation system**.

Kure Polynomial Graphing Engine (2017)

- Created Java app that graphs and solves the user's polynomial function.

Flow (2018 - Present)

- Created a creative tool for groups to create rhythmic poems on mobile devices.
- Implemented **React Native**, **JSON,** and **jQuery** to access and **cache** a categorized rhyming database.

Project Alpha (2018 - Present)

- Designed and developed a graphical game-designing interface capable of hot-reloadable testing and active debugging.
- Planned and researched in-depth using **Scrum** to ensure scalability.
- Programmed custom **collision**, p**hysics**, and **game object hierarchy engines** using **OpenGL** through **LWJGL**.

Personal Website V1 (2018 - Present)

- A portfolio website programmed using **JavaScript**, **Bootstrap**, **HTML,** and **CSS**.

Education

University of Toronto (2017 - 2021)

- B.Sc. majoring in both Computer Science and Applied Statistics.

Experience

Lead FRC Programming Mentor (2017 - Present)

- Volunteer position mentoring high school FRC robotics team 5288 The Spartans in computer vision, control system design, and Object-Oriented Java programming.

Youth Robotics Teacher (2017 Summer)

- Worked as a youth mentor in Learning Support Services as part of the Elementary Summer Numeracy program.
- Elementary school Computer program by the Ontario Government.

ECOO-CS Computer Science Board Winner (2017)

- Board event winner of the 2017 ECOO-CS Programming Contest run by the Educational Computing Organization of Ontario.