

Kyrel Jerome

Personal Info

E-mail

kyrel.jerome@mail.utoronto.ca

Github

<https://github.com/kyreljerome>

Website

<https://kyreljero.me>

Frameworks

- Flutter
- Android Jetpack
- Bootstrap 4
- OpenCV
- Flask

Languages (Proficient)

- Java
- Python
- Dart

Languages (Familiar)

- XML
- SQL
- C

Soft Skills

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

Software

- Linux
- Bash / Command Line
- Android Studio
- Adobe XD

Computer scientist, gamer, and full stack developer with 4+ years of experience teaching computer science. With many completed and ongoing projects, I am a full stack developer with a desire to make a real change.

Projects

Teacher's Pet (2019)

- An accessibility tool for blind lecturers enabling a response to hands raised in the audience. Created in **36 hours** at **UofTHacks VI**.
- **Coordinated** a team of four to plan and develop a scalable, dynamic project architecture using technologies we had **not previously learned**.
- Implemented **Flutter**, **Flask**, and Microsoft Azure's **Cognitive Toolkit** to vibrate a phone when a hand is detected on a separate device's camera.

Flow (2018 - Present)

- A creative tool to aid groups or individuals create rhythmic rhymes.
- Planned and researched using **Scrum** and **Adobe XD** for scalability.
- Implemented **Flutter**, and **JSON** to access and store categories, topics, and their rhymes.

Project Alpha (2018 - Present)

- Actively designing and developing a Java game-engine framework.
- Completed programming custom **collision detection** and **handling**, and am actively creating **physics**, and **game object hierarchy** systems.

Personal Website V. I (2018)

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

Kure Graphing Engine (2017)

- Created **Java** application that solves, differentiates and graphs inputted functions along with it's critical points and asymptotes.

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 robotics team 5288 Spartan Robotics in **computer vision**, **control system design**, and **Java OOP**.

Youth Robotics Teacher (2018 Summer)

- Taught robotics as part of the Thames Valley District School Board's Summer Numeracy program for students in grades 1 to 3.
- Worked on a **team** to develop a dynamic curriculum for young students.