Marcus Sisouphanh

CAREER OBJECTIVE:

Information technology student with programming skills and multiple projects. Seeking to secure an internship position in the IT department within a well-established organization during the Summer and Fall term where I can utilize my skills and passion to help the organization achieve its goals.

SKILLS:

Languages: Java, C#, JavaScript, Python, HTML, CSS, PHP, SQL
Other: Financial Accounting, Managerial Accounting, Microsoft Excel, Unity, Writing

EDUCATION:

York University | Bachelor of Commerce, Information Technology   **Toronto, ON | Expected Graduation: 2025**
- Faculty of Liberal Arts & Professional Studies Dean's Honour Roll (2021-2022)

Past Coursework:
- Utilized Excel functions to gather and calculate required data.
- Designed a database using entity-relationship diagrams and a logical design schema.
- Utilized PHP to connect a website to a database and retrieved data from a database with SQL to display data on the webpage.
- Wrote a repair guide in a concise manner to users on iFixit, targeting users with no repair experience.

PROJECTS:

Weather Application   **HTML, CSS, JavaScript**
- Developed an application which displays the weather and images on the webpage according to the user's search.
- Used OpenWeatherMap API to retrieve weather data based on the users search query.
- Utilized CSS flexboxes to arrange / display weather information in a readable layout, improving user experience.
- Implemented user input error handling to improve user response.

To Do List   **HTML, CSS, JavaScript**
- Developed a to-do-list application, which allows a user to add, delete, checkmark items on the list.
- Utilized CSS grids to create a list layout, improving readability.

RPG Game Prototype   **C#, Unity**
- Mapped input for player combat and movement to keyboard buttons.
- Implemented features such as enemy ai, melee combat, health system, events, and error handling to improve user response and experience.

Bank Application   **Java**
- Developed a bank-application that allows user to deposit and withdraw funds.
- Applied polymorphism and inheritance with Java to create the savings and chequing account class.
- Created a GUI to interact with the program to deposit/withdraw funds on accounts.
- Used exceptions to detect user input error and to display the error on the console GUI.

EXPERIENCE:

Miller Waste | Sorter   **Newmarket, ON | May 2022 –August 2022**
- Grabbed waste on conveyor belts and sorting them to the correct waste lines.

Cintas | General Labourer   **Newmarket, ON | May 2021 –August 2021**
- Put barcodes on garments and loaded the stock room with garments.