Zed Ikejiani

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Education

York University (Sep 2021 – Present)
Bachelor's degree
Relevant courses: Data Structures, Applied Linear Algebra, Game development

Sheridan College (Jan 2020 – Jun 2021)
Diploma in Computer Programming
Relevant courses: Relevant Courses: Object Oriented Programming-Java, Web Development, Systems Admin, Linux/Unix, Data Structures in C, .NET Technologies using C#, Database Design and Implementation

Experience

Elle Hacks (Sep 2021 – Feb 2022)
Web developer

Hillside High School (Sep 2018 – June 2019)
Robotics team lead

Projects

1. Developed a side-scroller game called "Blight Souls" with C# using Unity. Made scripts for the behaviour of the player, objects, and NPCs (Non-playable characters). Each object and NPC along with the player have scripts giving them different functions, effects, and properties such as a health bar and power bar, dealing damage, powering up an ability, spawning an object, movement, speeding up or slowing down, and playing sounds and animations.
   Link to the game - https://mrrobotioi.itch.io/blight-souls

2. Developed an algorithm in Java that implements a hash table to efficiently and quickly determine how many solutions an equation can have that produce a certain value when its variables are within a certain range of numbers. **Github: https://github.com/mrrobotioi/hashtable**

3. Uses a graph along with stack, queue and vertex classes I made. Solves for the number of steps needed to get to a specific floor given the values of N (number of floors), U (up by x), D (down by x), X (starting floor), and Y (destination floor). Returns the answers within 1 second. **Github: https://github.com/mrrobotioi/whats-the-floor**

Skills

Proficient with Java, HTML, CSS, JavaScript, C#, Angular, SQL, Git and Linux
Also proficient in software tools like Visual Studio Code, Eclipse, Processing, Unity, IntelliJ IDEA, and NetBeans