Zed Ikejiani

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Portfolio - https://mrrobotioi.github.io/home/
GitHub - https://github.com/MrRobotlOl

Education

York University	**Sep 2021 – Present**

Bachelor's Degree in Digital Media
Courses: Object Oriented Programming-Java, Data Structures, Shell Scripting, Game/Web Development

Sheridan College	**Jan 2020 – Jun 2021**

Diploma in Computer Programming

Experience

Elle Hacks	**Sep 2021 – Feb 2022**

Full Stack Web Developer
- Worked with a team to create solutions to diverse problems.
- Developed versatile and maintainable UI elements and Back-End operations.

Hillside High School	**Sep 2018 – June 2019**

Robotics Team Lead
- Coordinated team efforts and assisted in adding functionality to robots such as movement by utilizing sensors.

Projects

Model Kit Catalog - https://mrrobotioi.github.io/gundzero/
- Developed a website that displays a catalog of model kits with a product page containing a video about the item and links to stores that sell the model kit. The website also allows users to log in using Google Oauth and JWTs and save items which are stored in a MongoDB database.
- The Front-End uses **React**, Vite, and Bootstrap and is deployed on GitHub Pages.
- Made a **REST** backend using **Node.js**, **Express.js** and **MongoDB** for the database. It is kept running by an **AWS** EC2 Instance. Both ends utilise **CI /CD** pipelines.
- Also used REST APIs like YouTube's Data API and **Maven** dependencies via **Java** for data gathering.

Lead Developer, "Insomnia" (In development)
- Currently working with a team to create a first-person puzzle platform game utilising time mechanics in Unity.
- Overseeing project milestones, directing technical implementation, and ensuring cohesive integration of gameplay features, mechanics, and level design. Additionally, managing team dynamics and fostering a collaborative environment to drive innovation and deliver a quality gaming and developing experience.

Floor Navigation Algorithm - https://github.com/mrrobotioi/whats-the-floor
- Developed an efficient algorithm in Java to solve the number of steps needed to get to a specific floor given the number of floors, and other logic constraints. The algorithm uses graph, stack, queue, and vertex data structures.

Side-Scroller Game - https://mrrobotioi.itch.io/blight-souls
- Developed a side-scroller game called "Blight Souls" with C# using Unity.
- Made scripts for the player, objects, and NPCs that play animations, spawn objects, give movement, deal damage etc.

Technical Skills

- Languages: Java, Python, HTML, JavaScript/TypeScript, CSS, C, C#, C++, Bash, SQL/NoSQL
- Frameworks: Bootstrap, Vite, React, Node.js, Vue.js, Express.js, Spring Boot
- Tools: Git, AWS (EC2, S3, Lambda, DynamoDB, CloudFormation), MongoDB, Unity, UE5, Postman, JUnit, and Linux.