Zed Ikejiani
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Portfolio - https://mrrobotioi.github.io/home/ | GitHub - https://github.com/MrRobotIOI | LinkedIn - https://www.linkedin.com/in/zed-ik/

Experience

Elle Hacks **Sep 2021 – Feb 2022**
Full Stack Web Developer

- Worked with a team to develop versatile and maintainable UI elements and Back-End operations.

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

Projects

Marvel Snap GO- Link to Project

- Developed a web application using the React framework Next.js for the front end and C# .NET for the backend, with a PostgreSQL database. The application features user authentication using Google OAuth and includes database session persistence.
- Uses a spawning system that generates random cards on a random coordinate within a specified radius on a map created with the Google Maps API. It also allows users to collect these cards and add them to their collection.

Lead Developer, "Insomnia" - Link to Project

- Worked with a team to create a first-person 3d adventure game in Unity using C# utilising time mechanics and **Object-Oriented** programming concepts such as **Polymorphism** and **Inheritance**.
- Oversaw project milestones, directed technical implementation, and ensured cohesive integration of gameplay features, mechanics, and level design. Additionally, managed team dynamics.
- Used optimal data structures to increase performance by about 50% towards the end of development.

Model Kit Catalog - Link to Project

- 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 in a MongoDB database.
- The Front-End uses **React**, Vite, and Bootstrap and is deployed on GitHub Pages. The Back-End **REST API** uses **Node.js**, **Express.js** and **MongoDB** for the database. It is kept running by an **AWS** EC2 Instance. Both ends utilise **CI /CD** pipelines.
- Used REST APIs like YouTube's Data API and **Maven** dependencies via **Java** for data gathering.

Java Implementation of the GWENT Card Game - Link to Project

- Based on and implements some of the gameplay and mechanics from the GWENT mini-card game from the video game "The Witcher 3: The Wild Hunt".
- It uses Java AWT components to render cards, the board and UI elements. Implements class relationships such as inheritance to make card variants, composition to give the board a card objects and an Ability interface to give unique abilities to cards that implement it.

Technical Skills

- Languages: C#, Java, Python, C++, HTML, JavaScript/TypeScript, CSS, C, Bash, SQL/NoSQL
- Frameworks: Bootstrap, Vite, React, Node.js, Vue.js, Express.js, .NET Core, Next.js
- Tools: Git, AWS (EC2, S3), MongoDB, PostgreSQL, UE5, Postman, JUnit, and Linux.