NAO NAGASHIMA

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EDUCATION

University of Toronto   September 2021 - Present
Third Year B.ASc in Computer Science

Courses: Introduction to Artificial Intelligence, Operating Systems, Data Structures and Analysis, Computational Probability and Statistics

TECHNICAL SKILLS

Languages	Python, C, Java, JavaScript, Assembly, R, Bash
Software	Eclipse, VScode, Git, Intellij, Pycharm, Arcgis Pro, Linux / Unix
Web skills	HTML5, CSS, JavaScript, React

PROJECTS

DeerHacks Hackathon Submission   April 2022
fixmymistake
- Designed the CSS and JavaScript of the experience bar and web scraped the json api using Axios.
- Developed time management and organization skills as deadline for submission was within a few days.
- Languages: JavaScript, HTML, CSS

Assembly Simon Game   February 2023
- Worked within an RISC-V Assembly architecture to create the Simon game.
- Coded the LSFR pseudo random algorithm and a GUI with Assembly code.
- Gained understanding of low level programming and computer structures with machine code.
- Languages: Assembly

Group Boggle Game   February 2023
- Developed the GUI and back end development of the boggle game while using git.
- Managed and organised responsibility between team members in a group of three through SCRUM methodology.
- Languages: Java

C Chat Server from scratch   March 2023
- Designed a server network between multiple processes with non blocking server architecture with C and Bash / Linux.
- Advanced my skills in managing memory and utilising software tools like, processes, system calls, and signals.
- Languages: C, Unix, Bash

WORK EXPERIENCE

Retail Salesperson   May 2023
Taros Fish   *Sushi Store*
- Managed the foods made while working at the cashier and organising the supplies at the store.
- Developed my team work and communication skills through helping customers and leading coworkers.