Nathaniel Cho

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Diligent and innovative 3rd year student at University of Toronto, majoring in Computer Science. Collaborated with colleagues to standardize formatting practices and created over 50 worksheets for Scholarly Elite Tutoring. Self-started numerous personal projects that utilized numerous languages and technologies such as Python, HTML, CSS, Java, and Unity.

Key Competencies:

- Proficient in Python, C#, Java and C
- Familiar with HTML, CSS, TCP
- Self-Starter and Quick Learner
- Strong communication skills
- Comfortable with the agile development cycle
- Exceptional problem solving skills

Education

Honours Bachelor of Science, Computer Science (Co-op) — *Sept 2019 - Present*

University of Toronto Scarborough, Toronto, ON

Double Major in Computer Science (Co-op) and Health Studies - Population Health
Cumulative GPA of 3.92/4.0
Awards:

- University of Toronto Scholar ($7500) and it's renewable scholarship for maintaining a cGPA > 3.7 twice.

Work Experience

Scholarly Elite Tutoring — *May 2021 - Aug 2021*

Digital Technologies Intern, Remote

- Demonstrated strong communication skills by collaborating and coordinating with team members to create more than 50 highschool math worksheets.
- Displayed exceptional problem solving by researching various LaTeX packages to provide solutions to various formatting issues such as the positional and styling of graphs and diagrams.

Projects

ePortfolio Website — *Aug 2021 - Sep 2021*

Personal Project, Toronto, ON - https://nathanielcode.github.io/

- Developed a solid understanding of HTML and CSS to build a website that could display and present various projects, personal skills, and work experience.
- Studied how to create intractable elements to create a navigation bar and interactable icons for the website.

"Recursive Tic Tac Toe" Unity Game — *Dec 2020 - Jan 2021*

Personal Group Project, Toronto, ON

- Applied excellent C# understanding to recursively generate playable multiple layered Tic-Tac-Toe boxes in Unity.
- Created a server from scratch that allowed players to join a lobby, create games, and match against each other using TCP.