

## TECHNICAL SKILLSET

*Languages and Frameworks:* Java, Racket, HTML and CSS with moderate skills in C and SQL and a basic knowledge of Javascript and Bootstrap

*Algorithms:* Familiar with the use and implementation of search and sort algorithms

*Adobe Creative Suite:* Extremely familiar with Adobe Photoshop and Dreamweaver

## WORK EXPERIENCE

### Math and English Tutor

*Pendale Square Kumon Centre*

September 2013 – June 2014

- Instructed students aged 4 to 18 in the principles of Mathematics and English as well as graded assignments and tests
- Developed communication and cooperation skills through experiences of working with parents and guardians

## EDUCATION

**University of Waterloo** September 2014 - Present

*Candidate for Bachelor of Computer Science*

**Wilfred Laurier University** September 2014 - Present

*Candidate for Bachelor of Business Administration*

### Honours:

- President's Scholarship of Distinction (July 2014)
- CSA Group Scholarship Winner (September 2014)

## PERSONAL PROJECTS

*Java Game Development*

June 2012

- Designed a minimalistic user interface using Photoshop and programmed the game using Java mouseListeners

*Personal Website*

December 2014

- Using my prior knowledge of HTML and CSS I designed a sleek web layout for my website
- Learned Javascript and Bootstrap concepts in order to improve the website's functionality and aesthetics

*Paint Application*

- Programmed a generic version of the Windows Paint application using Java

## EXTRA-CURRICULAR INVOLVEMENT

### Website Maintenance

*SANA Website*

January 2013 – January 2014

- Created promotional graphics and handled web maintenance for a non-profit organization
- Learned the Joomla content management system in order to maintain the SANA website

### Technical Executive

*START Conference*

September 2012 – April 2013

- Used Photoshop and Dreamweaver to design a website from scratch
- Used Photoshop to create promotional graphics for fundraisers and charity events
- Used JQuery to program a contact form