

Petar Isakovic

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OBJECTIVE

- Highly motivated computer science candidate with a passion for developing innovative software solutions

SUMMARY OF QUALIFICATIONS

- 2 years of experience tutoring students in Java to improve their programming skills
- Certificate of Mastery in Advanced Java at Juni Learning
- Skilled in designing, developing, testing, and maintaining software applications

SKILL HIGHLIGHTS

- **Programming**
 - Experienced Java tutor who has been responsible for developing and delivering engaging lesson plans to teach Java programming concepts to students with varying levels of experience.
- **Communication**
 - Excellent oral communication abilities gained from collaborating with teammates to design, build, and program robots for the FIRST Robotics Competition and through building battle bots with classmates at my school's robotics club.
- **Problem Solving**
 - Proven ability to analyze problems and devise creative solutions through ranking top 25% in both the junior and senior division of the Canadian Computing Competition by developing efficient algorithms and solutions to complex coding challenges.

EXPERIENCE HISTORY

- **Java Programming Tutor, Volunteer**, Kitchener, ON, Sept 2021 - Present
- **Java 2D Game Developer, Freelance**, Kitchener, ON, May 2022 - July 2022
- **Minecraft Spigot Developer, Volunteer**, Kitchener, ON, July 2022 - Sept 2022

EDUCATION

- **Grade 11 Student At Huron Heights Secondary School**, Kitchener, ON 2020 - Present
- **Certificate of Mastery in Advanced Java at Juni Learning**, Virtual, July 2021 - June 2022
- **The Knowledge Society (TKS) Innovator**, Virtual, September 2020 - June 2021

ACTIVITIES & INTERESTS

- Contributing team member of the Rebels FIRST Robotics Competition (FRC) Team
- Active member of the Huron Heights Robotics Club and Computer Science Club
- Programming retro-style 2D video games (Such as Pac-Man, Tetris and Snake)