Philbert Lou

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OBJECTIVE

First year university student with proven leadership, social, and technical skills. Proficient in a variety of coding languages, frameworks, and is quick to learn and adapt to new technologies. Seeking to apply abilities and learn new skills at a software engineering internship.

WORK EXPERIENCE

CASHIER

Fortinos, Oakville, ON / September 2017 – May 2018
- Strengthened customer service and communication skills by interacting with shoppers
- Actively engaged with customers, providing them with excellent service and helped make their shopping trip enjoyable

TEACHING ASSISTANT

Kumon, Oakville, ON / April 2018 – March 2019
- Effectively tutored students math and English
- Personally sat down with students and ensured that they understood the material being taught
- Trained other employees

SIDE PROJECTS

DODGE

Interactive mobile game published on the Google Play Store - 2019
- Developed using Unity Game Engine
- Coded in C#
- Heavily focused on user interface and user experience by making gameplay intuitive and easy to understand

CLOTHING FORECAST

Web application that recommends outfits based on the weather - 2020
- Developed backend using Django framework and coded in Python
- Applied TensorFlow libraries in Python to construct a neural network that predicts what the user should wear given weather condition and temperature. It learns and predicts based on the user's past choices
- Utilized HTML, CSS, JavaScript, and Bootstrap to create the responsive frontend site
- SQLite database was used to store user information and Google Cloud Services was used to store user data from the neural network

CODING EXPERIENCE

Python – 11 Months

Java – 7 Months

HTML/CSS – 6 Months

JavaScript – 6 Months

C – 4 Months

C# - 4 Months

SKILLS

Leader in The Workplace

Socially Adept

Customer Service Oriented

Strong Work Ethic

Superior Time Management Skills

Flexible

Quick Learner

EDUCATION

Bachelor of Software Engineering
University of Waterloo, Waterloo, ON
2020 - Present