Roshan Suntharan

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SKILLS

Computer/Technical Skills

- Experienced in self-learning and maintaining knowledge in multiple topics due to self-learning Java and Python in order to create and develop new game ideas during free time
- Proficient in programming/debugging programs in Java (5 years) and SQL (2 years); self-learned to find and fix bugs by completing 4 school projects in various languages
- Intermediate skills in Java unit testing and documentation shown while creating personal projects and testing programs to find bugs and increase overall efficiency
- Skilled in managing and configuring different softwares including the Microsoft Office package during personal game development to keep track of app features and coding progress

Interpersonal Skills

- Excellent communication and listening skills developed as a city volunteer to quickly solve the problems at more than 20 city events whilst maintaining a positive attitude
- Efficient at problem-solving and multitasking shown as a Pearson Prefect by assisting confused guests at 6 annual school events and being an on-call Tamil translator
- Strong teamwork/leadership skills developed while working in with the councillor and his staff to create and lead groups of city volunteers during community events

WORK EXPERIENCE

CaseWare International   **January 2018 – December 2018**
Backend Developer (Co-op)

- Programming and self-learning C# to develop the Analytics product that was recently introduced to the company; attending multiple workshops to help with the process
- Using integrated systems through JIRA and STASH to fix bugs and interact with colleagues to do code reviews and improve coding strategies and proficiency

PERSONAL/ACADEMIC PROJECTS

Banking App Development (CSCB07)   **May 2017 – August 2017**

- Collaborated with random teammates to design and create new banking application in Java using Object Oriented Programming and Android Studio
- Sorted tasks and self-learned programming Android to create app interfaces and program all functions as per request of client; completed and achieved A on final project assessment

Self-teaching Languages/Re-creating Games   **During Free Time**

- Learn new languages like JavaScript for personal interest, to develop old retro games such as Snake with unique gaming and visual features
- Watch videos regarding machine learning and AI development whilst interacting with peers and classmates to brainstorm ideas for new potential games to develop using said methods

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EDUCATION
Honours Bachelor of Science, Candidate   **September 2016 – Present**
Specialist in Computer Science – Software Engineering, Co-op
University of Toronto Scarborough, 4th year
cGPA: 3.64/4.0
- University of Toronto Scholar Award ($6000) - Being amongst top 5% of applicants
- University of Toronto Entrance Scholarship ($3000) - Achieving average of 95% or higher

VOLUNTEER EXPERIENCE
Councillor Raymond Cho – Ward 42   **July 2012 – September 2016**
City Volunteer
- Handled service calls from ward residents and taught new volunteers how to handle various tasks; focused on teaching how to help councillor with campaigning to be MPP
- Conducted over 25 community events at various times; managed large crowds and solved all problems whilst maintaining a positive environment for guests to enjoy
- Visited multiple neighbourhoods and gathered information about residential problems; created efficient solutions and forwarded to city staff for action to be taken

Lester B. Pearson Collegiate Institute   **October 2013 – June 2016**
Pearson Prefect
- Administered task distribution for each volunteer whilst dealing with parent issues and being an on-call Tamil-English translator for teachers as needed
- Interacted with guests at school events and created a welcoming experience for parents and staff resulting in a 10% greater guest turnover to events during last year
- Organized a table of event changes to be made by resolving all issues/complaints received through e-mail to provide a better school environment for staff and students

Lester B. Pearson Collegiate Institute   **September 2015 – June 2016**
Peer Tutor/Helper
- Motivated fellow students in Calculus and Physics by teaching each individual using their preferred learning strategy; helped them prepare for writing assessments
- Coordinated study groups for all students during after-school review sessions; ensured their understanding on each topic resulting in an 8% average increase in both courses
- Created group sessions for students to partake in and help each other while teacher was unavailable allowing ideas to be shared and improving overall understanding of subjects

EXTRACURRICULAR ACTIVITIES
Computer Science Enrichment Club (CSEC)   **September 2016 – Present**
- Learn how to use object-oriented programming, and other new concepts in C++ to create apps during hackathons and expand upon knowledge in other languages
- Attend program seminars to learn about software companies and practicing questions at multiple difficulties to prepare for future interview opportunities
- Collaborate in teams at club-hosted events to imitate hackathons; challenged to develop apps within strict time periods to improve multitasking and team communication skills