Sabateesh Sivakumar

289-946-1015 | SabateeshSivakumar@cmail.carleton.ca | https://www.linkedin.com/in/sabateesh | https://github.com

EDUCATION

Carleton University

Ottawa, ON

Candidate for Bachelor of Computer Science (BCS) Honours, Software Engineering Stream

Sept. 2022 - May 2026

Cardinal Ambrozic Catholic Secondary School

Brampton, ON

High School Diploma

Sept. 2018 - June 2022

SUMMARY OF QUALIFICATIONS

- Working knowledge of Python, Java, HTML, and C Programming languages developed through coursework and projects
- Advanced in MS Office Word, Excel, PowerPoint, Outlook and LaTeX Software.
- Advanced familiarity with Github, IntelliJ IDEA, Visual Studio and Stack Overflow, with a basic understanding of Figma and Wordpress
- Strong leadership, interpersonal and written and oral communication skills developed through invovement in student teams and clubs.
- Participated in Euclid Math Contest at Waterloo, scoring 66 out of 100 and Waterloo's Canadian Computing Competition at Junior and Senior Level.
- Self-driven, creative and analytical thinker able to work independently and as a team under pressure and on tight deadlines.

PROJECTS

Carleton Computer Science Society Team Member |

Sept 2022 – Present

- * Planned and organized events for Computer Science students at Carleton University, facilitating networking opportunities
- * Organized and supervised events for CCSS

Simple Pointillism Art Program | Python3, Visual Studio Code, Git

May 2018 – Nov 2022

- * Developed a program that can read in a source image and create a larger new version of that image using a pointillist style
- * Program visits each pixel in the source image and then draws several coloured shapes on the larger image at corresponding positions.
- * Implemented Program using Pygame, Sys and Random modules

TECHNICAL SKILLS

Languages: Java, Python, C/C, HTML and CSS

Frameworks: React, Node.js, Flask, JUnit, WordPress, Notepad++

Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ IDEA CE, Eclipse

Related Coursework: Introduction to Python, Java Object-Oriented Programming, University Calculus, Linear

Algebra, Discrete mathematics etc

Libraries: Pygame