STEFEWN JOHNSON

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PROFILE SUMMARY

Detail-oriented, self-driven, and highly analytical Computer Science undergraduate with in-depth knowledge and proven experience in programming, code/unit testing, and system implementation. Proficient in utilizing programming languages, software, and new technologies to create innovative solutions and drive technical platform improvements.

A creative and analytical thinker, adapting a systematic approach to problem-solving, with the ability to work independently and collaboratively within a fast-paced and dynamic team environment. Equipped with strong technical skills and passion for advancement, committed to delivering valuable contributions towards growth and success.

CORE SKILLS & COMPETENCIES

- Web Design & Development
- Coding & Programming
- Testing & Implementation
- Program Management
- Data Collection & Analysis
- Team Collaboration
- Data Management
- Effective Problem-Solving
- Written & Verbal Communication

ACADEMIC ACCOMPLISHMENTS

Bachelor of Computer Science(Honours) | York University | North York, ON **In Progress**

Relevant Coursework: Computer Science & Programming | Theory of Computation | Object Oriented Programming | Computer Organization | Fundamentals of Data Structures | Software Tools

Notable Learning Outcomes:

- ***Computer Science & Programming:*** Develop comprehensive knowledge of the concepts and tools of computer science, including designing, writing, debugging, and testing computer programs using Python. Utilized IDE to develop, unit test, and debug programs, apply conditionals to implement algorithms, and code functions to develop modular programming solutions to solve computational problems.
- ***Object-Oriented Programming:*** Demonstrate understanding of crucial computing skills such as programming with objects and simple data structures, reasoning about algorithms, and working with software tools.
- ***Data Structures & Algorithms:*** Discuss the fundamental data structures used in the design of algorithms, examine abstract operations, and analyze the different implementations of abstract data types (ADT) to select the most appropriate model suited for each application.
- ***Technology Integration:*** Explore the tools commonly used in the software development process, including debugging and testing, as well as the programming language and operation and version control systems.
- ***Team Collaboration:*** Work effectively in a team-based setting, supporting and coordinating with team members to complete tasks and deliverables and meet targets within set deadlines.
- ***Effective Communication:*** Establish strong interpersonal skills to connect and adequately communicate with team members and diverse audiences, with the ability to translate technical terms into a relatable language to facilitate understanding alignment.

Key Projects:

Object-Oriented Programming Project

Employed object-oriented programming to create a small program within the FIFA online game. Utilized Eclipse to code the program and completed JUnit testing to ensure the accuracy and full functionality of the codes. Developed copy and overloaded constructors while alsoimplementing composition and aggregation in Java to establish relationships betweenclasses,ultimately creating one of the core codes for the game.

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ACADEMIC ACCOMPLISHMENTS (CONTINUED)

School Management System

Developed and implemented a school management system utilizing the inheritance concept, one of the core features of object-oriented programming, adapting systematic procedures to manage different data collection requirements, maintaining data integrity, and solving real-world scenarios.

- Created smaller classes to pass test cases and used getters and setters to access data, such as employee names, age, and identification.
- Employed Eclipse and Java to code employee information and incorporated functions that allowed the system to collect student data and the option to pass or fail them.
- Transitioned to a container class to enable the adding, removing, and grouping data components and managing specific objects within codes.

Student Registration System

Designed a registration program to allow students to add or drop courses using abstract classes and methods. Tested various methods using JAVA to ensure functionality to ensure application correctness. Developed a registry class course defining instance variables, including course name, prerequisites, and course offer status.

- Constructed a class registry, developing an equals method using the interface to compare course names or registered students based on attributes and computing a hashCode method. Implemented exception classes to handle registration-related and course prerequisite errors.

PROFESSIONAL EXPERIENCE

Graphic Designer / Digital Asset Management | TTC | Toronto, ON — **Summer 2023**

Soccer Head Coach | Thornhill Soccer Club | Thornhill, ON — **May 2023 – Present**

Sports Attendant | Vaughan Community Centre | Vaughan, ON — **Apr. 2022 – Present**

PROFESSIONAL DEVELOPMENT & CERTIFICATIONS

C# Training Certificate | Real Programming 4 Kids | Richmond Hill, ON — **2019**

JavaScript Training Certificate | Real Programming 4 Kids | Richmond Hill, ON — **2019**

Java Level 1 & Level 2 | Vaughan Community Centre | Vaughan, ON — **2018**

Computer Hands-on Hardware 101 | Vaughan Community Centre | Vaughan, ON — **2018**

TECHNICAL ACUMEN

Programming Languages	VBScript | JAVA | Python | C# | C++ | HTML 5 | CSS | JavaScript | Scratch | SQL | TypeScript | Verilog
Additional Programming Concepts	File I/O | Generics | Polymorphism
Web Development	Spring | Spring Boot | Angular | Bootstrap
Software	Adobe (Dreamweaver, Photoshop, Illustrator, Flash) | iMovie | Unity | SAP | Eclipse
IDE	JDeveloper
Data Management	MS Office Suite (Excel, PowerPoint, Access)
Content Management System	Interwoven
Operating System	Windows | Mac
Other Tools	RISC-V