

STEFERN JOHNSON

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EDUCATION

York University, Lassonde School of Engineering
Hons. Bachelor of Arts, Computer Science

North York, ON
Sep 2022 - May 2026

Relevant Courses : Advanced OOP | Intro to C | Discrete Math I and II | Calculus I, II | Linear Algebra | Theory of CS | Elementary Probability | Computer Organization & Architecture | Data Structures & Algorithms | Machine Learning | AI

SKILLS

Languages: Java, C++, C, C#, Python, HTML, SQL, CSS, JavaScript, VBScript, TypeScript, Verilog, PHP, Shell Scripting, Bash

Frameworks: React Native, React Js, Next Js, Angular, Spring

Tools: GitHub, Git, Node Js, PowerBI, GPT-2, Google Vertex AI, Visual Studio, Google Colab

Databases: MongoDB, MySQL, PostgreSQL

Platforms: Linux, Jupyter Notebook, Google Cloud, Bootstrap, Spring Boot, RISC-V, Adobe Software

EXPERIENCE

TTC | Powerpoint, Excel, Spreadsheet, Outlook, Microsoft Teams, Photoshop
Graphic Designer

Toronto, ON
Summer 2023

- Managed and cleaned up images using Photoshop, and then published them on their website.
- Used Microsoft Outlook to email clients if they were interested in ordering ride guides.
- Utilized Microsoft PowerPoint to make a presentation on Black History Month and Black Indigenous Month.
- Leveraged Microsoft Excel to manage client information about ride guides.

PROJECTS

Emotion Detector | Python, Google Cloud, GPT-2, Power BI, Google Vertex AI ([Project Link](#))

March 2024 - June 2024

- Leveraged Google Cloud platform to execute Python code and conduct required tasks, including model training and fine-tuning(AI Programming to react a certain way for each given information).
- Employed Google Vertex AI and PowerBI alongside Python and GPT-2 for seamless execution and analysis of model training and dataset exploration tasks.

Student Registration System For University Courses | Java, Eclipse

Nov 2023 - Dec 2023

- Designed a Java-based student registration system using Eclipse to allow the students to add and drop courses, utilizing Java API and object-oriented programming principles.
- Implemented the program using encapsulation, inheritance, object methods, abstract classes, and abstract methods.
- Developed exception-handling mechanisms by utilizing Java's try-and-catch feature to ensure robustness and reliability in handling registration-related errors and course prerequisite discrepancies.
- Using the debugger provided by Eclipse, thoroughly debugged and tested the program.

SoccerTeam Implementation | Java, Eclipse

Oct 2023 - Nov 2023

- Employed object-oriented Java 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 functionality of the codes
- Developed copy and overloaded constructors, while also implementing composition and aggregation in Java to establish relationships between classes, ultimately creating one of the core codes for the game.

UNHack | HTML, CSS, JavaScript, Visual Studio ([Project Link](#))

Nov 2023 - Jan 2023

- Engineered to the development of a comprehensive educational initiative aimed at providing quality education to learners of all abilities within the education system.
- Played a key role in designing and implementing an engaging website to showcase our vision and demonstrate the effectiveness of our educational approach using HTML and CSS in Visual Studio.

ACTIVITIES AND LEADERSHIP

Soccer Head and Assistant Coach at Thornhill Soccer Club
Assistant Swimming Instructor at Vaughan Community Centre