

# 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, Angular, Spring

**Tools:** GitHub, Git, Android, Apple, PowerBI, GBT2, Google Vertex AI, Visual Studio

**Databases:** MongoDB, MySQL

**Platforms:** Linux, Windows, Jupyter Notebook, Google Cloud, Bootstrap, Spring Boot, RISC-V

## 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 are 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, GBT2, 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, 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