Sulaiman Qazi

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OBJECTIVE:

To work a part-time STEM-related position during my summer break

EDUCATION:

J. Clarke Richardson Collegiate   Sept 2022 - Present

Currently enrolled in Grade 10
Maintaining a 98% overall average
Member of STEM club, Computer Science Club, Math Club, and VEX robotics team

VOLUNTEER EXPERIENCE:

Youth Dream Canada (Coding Mentor)   Feb 2023 - Present

Expertly tutored 5 students ages 9-11 creating finished games using Scratch, HTML, and Unity
Constructed fun and hands-on coding tutorials for each student unique to their needs and interests
Connected with students weekly, fostering strong relationships through communication

Ajax Public Library (Teen Advisory Committee Member)   Aug 2022 - June 2023

Organized events for the Town of Ajax to increase youth engagement with 50+ attendees at each event
Collaborated with senior leadership and other students to successfully execute 5 major community events

SKILLS:

3D Modeling

Built and 3D printed a model of a plant cell using Fusion 360
Created multiple designs and animations in Blender and Sketchup

Coding

Built over 35 games in Scratch, Unity, and GameMaker, including a 3D soccer game amassing 3000 views
Solved 25 LeetCode and DMOJ problems in Python and C++
Developed 4 websites, including one which calculates your top genres using the Spotify API

Arduino

Created multiple breadboard projects
Built an ambient light system for TVs using an Arduino and a Raspberry Pi

INTERESTS:

I have a strong interest in technology and its hardware and software aspects

I thoroughly enjoy working with children, as shown in much of my volunteer work

I love socializing and making friends, which I often do in clubs

REFERENCES:

Available upon request