

JASON OSMOND

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EDUCATION

University of Calgary

Bachelor of Science in Computer Science (Major) and Data Science (Minor)

Calgary, AB

2019 - Present

- Cumulative GPA: 3.7/4.0
- Dean's Honour List (2020)
- Studied Finance at the Haskayne School of Business between 2019 and 2021.

TECHNICAL SKILLS

Languages Python, Java, JavaScript, C++, C#, SQL, HTML, CSS, R, Assembly

Technologies React, Node.js, JavaFX, Jinja2, Jupyter, Matplotlib, Blazor, Flask, Google API, Unity, Tableau

PROJECTS

ClassMate: Schedule Sharing Tool - Team Project [↗](#)

Jan. 2023 - April 2023

Full Stack Developer - Python, SQL, JavaScript, HTML, CSS

- Developed a feature-rich web application with a user-friendly interface for students to create, modify, and share course schedules across various institutions and departments, leveraging a robust MySQL database.
- Utilized Python and Flask to build a real-time back-end server that manages and manipulates the database, ensuring seamless communication between front-end and back-end components.
- Designed and implemented a comprehensive friends feature within a MySQL database, allowing students to establish connections and efficiently view and compare peers' course schedules.
- Created a responsive front-end employing JavaScript, HTML, and CSS, placing importance on minimizing user error by integrating input validation and protective measures, leading to accurate and secure modifications of the database.

CoursEZ - Team Project [↗](#)

Jan. 2023 - April 2023

Front End Developer - C#, HTML, JavaScript, CSS

- Collaborated with a team to redesign and enhance a university course scheduling application, emphasizing user experience and interaction through a task-based, user-focused design approach.
- Implemented a responsive and intuitive interface using Blazor, ASP.NET, HTML, and CSS, prioritizing ease of use, accessibility, and visual appeal across various devices and platforms.
- Worked closely with developers to integrate functionality using C#, JavaScript, and jQuery, maintaining a consistent visual identity and user experience.

Self-Checkout Software - Team Project [↗](#)

Oct. 2022 - Dec. 2022

Back End Developer - Java

- Developed a self-checkout machine software that utilizes a Java back-end functionality to integrate the software with the pre-existing hardware.
- Created a user-friendly GUI using Java Swing and implemented comprehensive tests with JUnit 4 to validate system performance and reliability.

Eco-route - Team Project [↗](#)

Feb. 2022

Full Stack Developer - JavaScript, HTML, CSS

- Collaborated with a team to build a web application using JavaScript React, CSS, and HTML that leverages the Google Maps API to calculate and display eco-friendly routes for users.
- Designed and implemented back-end functionality using JavaScript React and the Google Maps API, developing a greedy algorithm to efficiently determine the most eco-friendly paths, resulting in a fast and responsive user experience.