

## OBJECTIVE

Dedicated and motivated computer science student with innovative mindset seeking to apply 3+ years of software development passion and experience in the field of software engineering, research and innovation.

## EDUCATION

### - University of Toronto St.George Campus

**2016 - present**

- Currently enrolled in first-year undergraduate Computer Science program
- Average GPA: 4.0
- Expected graduation date: April 2020

### - York Mills Collegiate Institute

**2013 - 2016**

- Graduated with a 95% average

## SKILLS AND QUALIFICATIONS

- Proficiency in C/C++, Java, C#, Python, ActionScript 3.0, Haxe, QML, Arduino/Processing.
- Knowledge in LaTeX, JavaScript, HTML, CSS, PHP, OpenGL, OpenCV, VimScript.
- Over 3 years of experience in modular video game & software design
- ([Link](#)) Orchestral composition

### - Awards and Competitions

- ([Link](#)) Silver Medalist - Canadian Computing Olympiad **2016**
- 1st Place in Silver Division - Don Mills C.I. Programming Gala **2016**
- ([Link](#)) 3rd Place, Journal Published - STEM Fellowship Big Data Challenge **2016**
  - Project: Relevance of Emergency Requests and Emergency Station Placement
- Gold Medalist - Toronto Science Fair **2015**
  - Project: Ultrasonic Mapping System

## ACCOMPLISHMENTS

### - Work Related Experiences

- ([Link](#)) Life++ **2016 - present**
  - Rigorous time-management solution with automatic schedule optimization
  - Role: sole developer, Language: C++, QML
- ([Link](#)) Cellular **2015 - present**
  - Procedural 2D action/adventure/strategy game (in production)
  - Role: sole developer, Language: Haxe, C#
- ([Link](#)) Block Buster for iPad **2015**
  - Free fast-paced side-scrolling arcade game
  - Role: sole developer, Language: ActionScript 3.0
- ([Link](#)) Up from the Ground **2013 - 2015**
  - 2D action/adventure space shooter game (greenlit)
  - Role: sole developer, Language: ActionScript 3.0

### - Clubs, Services and Contributions

- Member of the University of Toronto Robotics Association **2016 - present**
- Member of the University of Toronto Aerospace Team: Aerial Robotics division **2016 - present**
- Founder and instructor of the York Mills C.I. Game Dev Club **2015 - 2016**
- Lead instructor of the York Mills C.I. Programming Club **2014 - 2016**
- Numerous contributions to several open source projects **2014 - 2015**
  - Projects: OpenFL, Starling