FIRST LAST

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EDUCATION

Simon Fraser University Sep 2021 – August 2024 (expected)

BSc. Computer Science – Software Systems

- Relevant coursework: Object-Oriented Programming, Software Engineering, Data Structures & Algorithms, Database Systems, Networking, Operating Systems, UI/UX Design

PROJECTS

Social Media Platform React, Node.js, MySQL, REST Jun 2022 – Aug 2022

- Assembled a social media web application using React, Node.js, and MySQL
- Completed most back-end HTTP routes, using JavaScript and Node.js to communicate between server and database, employing REST principles

Graphical Maze Game Java, JavaFX, Maven, JUnit Sep 2021 – Dec 2021

- Constructed a maze video game using Java and JavaFX
- Responsible for back-end logic, graphical representation, NPC interaction, UI/UX design
- Used JUnit to conduct unit testing, ensuring robust game design
- Voted first place overall in class competition out of 30+ groups

Web Socket Server Python, HTML, UDP Oct 2022 – Dec 2022

- Used Python's socket library to develop a basic HTML web server, manually constructing and parsing headers and request information
- Added proxy server functionality for caching ability, to reduce load times

Maze Navigation Robot ROBOTC Mar 2022 – Apr 2022

- Built and programmed a LEGO Mindstorms robot to navigate a constructed physical maze
- Implemented a depth-first search in ROBOTC for maze solving, and used environmental cues to execute turn-by-turn navigation of physical environment

SKILLS

Languages:	Java, Python, JavaScript, C#, C, C++, HTML/CSS, SQL
Frameworks/Libraries:	React, Node.js, OpenCV, Selenium, JavaFX, tesseract, BeautifulSoup4, Google Cloud Vision API
Tools:	Git, Bash, Maven, GCC/GDB

OTHER WORK EXPERIENCE

Database Curator Psygen Industries Ltd. Jun 2020 – Feb 2021

- Assembled a database of 2,000+ academic papers for submission to Health Canada
- Gained experience web scraping with Python and BeautifulSoup4

INTERESTS

- Hiking, running, gardening, engineering & design, cognitive science