

Education

University of Toronto, HBSc Co-op Computer Science

Sep 2021 - Apr 2025

- Cumulative GPA: 3.79/4.00
- Member of University of Toronto Scarborough Dean's List

Skills

Languages: Python, Java, JavaScript, C, Shell, Arduino, HTML, CSS, SQL

Frameworks and Tools: Firebase, Jira, React, Git, GitHub, Android Studio

Concepts: Agile, Scrum, Test Driven Development, CI/CD

Experience

Tutor, Freelance

Jan 2020 – Present

- Taught coding concepts such as binary search trees, recursion, etc. to peers and high school students
- Increased student understanding through visualization, stack tracing, and weekly coding challenges
- Helped students improve code efficiency by removing unnecessary code and completing multiple iterative tasks with a single loop, while keeping the code easy to read

Customer Support, S&P Data Digital

Feb 2021 – March 2021

- Tended the unique problems of each customer
- Frequently coordinated with supervisors to ensure correct handling of edge cases
- Showed professionalism and patience towards customers, accommodated those who had difficulty understanding technicalities by explaining in various ways

Personal Projects

Personal Website

- Designed and developed a responsive personal website using ReactJS, HTML and CSS
- Hosted and maintained on GitHub Pages, ensuring optimal user experience on multiplatform devices
- Configured the application for deployment and automated the build process to deploy the application to a hosting service with minimal down time

UTSC Course Planner

- A mobile app built with Java and XML using Android Studio which generates the most optimal course plan for graduation
- Conducted daily scrum meetings and completed 2 sprints with a group of 4 peers over Jira
- Followed the Model-View-Presenter Format while building the app
- Implemented mock testing using Mockito to progressively test the app
- Used the Google Firebase Realtime Database and Authentication to store course and user information securely

The Wave

- Made a game constructed by 20+ classes, following modular programming guidelines
- Developed in a 2-week timeframe with regular sprints, progressively adding features (visual effects, upgrades, difficulty modes, etc.)
- Received continuous feedback from peers, and implemented their suggestions

What's That Letter?

- Developed a program that scans a certain area on the screen, expecting only one letter, and determines what the letter is
- Achieves this by counting the number of pixels belonging to a pre-chosen color within the area selected
- Accurately reads random letters placed in random locations on the screen