Vlad Yaremchuk

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Education

Honours in Bachelors of Science, Computer Science Major, Math and Business minor + PEY Co-op
University of Toronto Sept. 2022 – July 2027

- Courses: Software Design, Data Structures and Analysis, Theory of Computation, Software Tools and Systems Programming, Probability and Statistics, Linear Algebra, Marketing.

Skills

Technical: React, Node.js, Python, Java, C, HTML, CSS, JavaScript, TypeScript, REST API, AWS, Git & Github.
Professional: Communication and leadership, Active Listening, Adaptability, Problem solving, Time management.

Experience

UML Mentor | *React, NodeJS, TypeScript, JavaScript, Bootstrap, MySQL* Dec. 2023 – Present
University Project

- Working with a team of 3 students and an upper-year mentor, under the guidance of a professor, to create a community platform for developers. The platform serves as a dynamic educational tool designed to enhance understanding and application of **software design patterns** through practical, interactive challenges.
- Led the project proposal, designed the architecture and planned the milestones. Presented the proposal to the faculty members, making the project chosen among competitors.
- Developed **31 unique software problems**, each centered on specific software design patterns, enabling users to practice the application of these patterns.
- Led the front-end development with **React**, crafting a user-friendly interface that simplifies interaction.
- Contributed to maintaining a **high-quality codebase** through diligent participation in code reviews. By enforcing best practices and ensuring code consistency, the project benefits from a culture of excellence and continuous learning. Directly impacting the platform's reliability and effectiveness.

Flight Explorer | *Java, JavaFX, HTML, CSS, JavaScript* Nov. 2023 – Dec. 2023
University Project

- Built an accessible application that allows users to search and graph real flight routes on the world map.
- Connected a **RESTful API** to fetch flight data, while following the **Dependency Injection** pattern. Resulting in loosely coupled code that is easy to test.
- Followed the **Facade** pattern to provide an abstraction over the data retrieval process. Resulting in a simple, easy to use, interface for retrieving and managing flight information.
- Took **leadership** in a team of 4. Overlooked the project architecture, assuring the different parts of the program integrate smoothly. Resulting in the timely submission of the assignment, receiving a **90% grade**.
- Followed the Agile software development principles. Including sprints and code reviews.

Your Movies List | *React, NodeJS, JavaScript, CSS, SQLite, AWS* June 2023 – July 2023
Personal Project

- Build a **full stack** website that allows users to register, search, and add movies to their personal list. As well as modify the description of each movie and explore similar movies via recommendations.
- Incorporated a **REST API** to fetch data about movies. Constructed various HTTP requests for different API endpoints. Handled and parsed the API responses. Connected front-end with back-end via **HTTP**.
- Implemented **CRUD API** allowing users to make and manage lists of movies.
- Styled an appealing & responsive UI using **vanilla CSS**. Checkout your-movie-list.com for a **live demo**.
- Connected AWS EC2 with Amazon RDS database to host the website.

Phone Line Company App, Huffman, Blackjack | *Python, PyGame* Jan. 2023 – March 2023
University Projects

- Made an application for a phone line company to manage and graph call data on the Mississauga map. Implemented the functionality for managing customers, phone lines, call history and bills.
- Implemented the Huffman compression algorithm in Python. Ensured lossless compression and decompression of files with the average compression ratio of 2:1.
- Build a BlackJack game from scratch using the Python graphics library. Implemented Blackjack moves and bidding functionality, resulting in a smooth gaming experience.