# WILLIAM **JARVIS-CROSS**

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LinkedIn · Personal Website · Github

## PROFESSIONAL SUMMARY

Quality-focused professional with advanced abilities in testing and debugging. Superior coding skills with high-level aptitude in diverse coding languages. Expert-level Python and JS React user with strong critical thinking and problem-solving skills.

## EXPERIENCE

**MAY 2022 – APR 2024**

### FULL STACK SOFTWARE ENGINEERING INTERN, SUPER.COM (PREVIOUSLY SNAPCOMMERCE)

**Series C funded company dedicated to helping people save money on hotels.**

- · My favourite project was adding an enhanced refund option to users which allowed for complete refunds to hotels. This helped build trust with users as there was always the option for a refund.
- · Another project I did was completely rework our SMS messaging system which saves the company thousands per month.
- · Developed features for new and current products and conducted experiments to efficiently improve the business.
- · Used JavaScript React, Node.js, Python, AWS, Twilio, and many other resources.

**APR 2021 – AUG 2021**

### SOFTWARE ENGINEERING INTERN, GEOPOGO

**Inventing and developing 3D visualization software tools that improved the design and construction process and outcome.**

- · Heavily involved in designing software for Geopogo including augmented reality and general game features.
- · Did front-end and back-end work using Unity and C# to create 3D models of cities. I specifically worked on the Windsor/Detroit model.
- · My favourite project was adding the ability for users to navigate through the cities.

**SEP 2023 – DEC 2023**

### SOFTWARE ENGINEERING LEAD, UNICEF MAPBOX PLUGIN

**Project completed for UNICEF to build a plugin for Apache Superset which provides an interactive world map with population data that is updated dynamically.**

- · Team lead for the project and was the connection between the team and UNICEF engineers.
- · Connected a real-time database consisting of population, GDP, and other necessary statistics.

# EDUCATION

**SEP 2019 – APR 2024**

**HONOURS BACHELOR OF SCIENCE: COMPUTER SCIENCE,** UNIVERSITY OF TORONTO

- · Minors: Astrophysics and Mathematics
- · Graduated with a 3.84 GPA
- . Received Mccutcheon Award, Dale Anne Freed Scholarship, Isabel Bader In-course Scholarship

# PERSONAL PROJECTS

### POKEMON PROJECT

- · Completed a very detailed Pokémon project in Java.
- · Included 6 different cities that the user could walk through and explore, randomly spawning Pokémon that the user could catch to add to their team or defeat to level up their Pokémon, fight sequences with moves, items, and play-by-play text, and gym battles with bosses to receive gym badges.
- · My favourite special features:
  - Different grassy areas produced different random spawns.
  - A Pokéshop where the user could buy Pokéballs and healing potions.
  - NPC trainers that could initiate battles with the user if they got too close.

### MeetSphere

- · MeetSphere is a web application that organizes and sets up 1 on 1 meetings with colleagues.
- · Includes personalized calendar which users can add availability for other users to see.

### INFINITY DUNGEONS

- · Infinity Dungeons is an adventure game where the user explores 20 different dungeons and defeats the dungeon bosses to win.
- · The dungeons are created randomly so that a user will never experience the same 2 dungeons.

# CERTIFICATIONS

- · AWS Certified Cloud Practitioner
- · In Progress - AWS Certified Solutions Architect

# SKILLS

- · Front-end/Back-end development
- · Web development
- · Node, Git
- · Teamwork and Collaboration

- · Python, JavaScript, React, Java
- · HTML, CSS, SQL
- · AWS, UI/UX design
- · Time Management