WILLIAM **JARVIS-CROSS**

wjarviscross@gmail.com. · **226-260-5073** · Toronto, Ontario, Canada

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 which improve the process and outcome of design and construction.

- 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 to 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.

TRON HEROES

- Tron Heroes is similar to the classic snake game. It is a 2-player game where each user tries to survive in the play area and beat their opponent by cutting them off.
- You can get power-ups like invincibility and super speed to help win the game.

INFINITY DUNGEONS

- Infinity Dungeons is an adventure game where the user explores 20 different dungeons and defeat the dungeon bosses to win.
- The dungeons are created in a random manner such that a user will never experience the same 2 dungeons.

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