

XARIA PREMPEH

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PERSONAL STATEMENT

An aspiring Software Developer who has always been passionate about programming. I always strive to create high quality, maintainable code and showcase my best work whether it is a personal or professional project. I am eager to gain professional experience and grow my skill set while working hard and making meaningful contributions within a team.

SKILLS

- Python
- CSS3
- PostgreSQL
- Django
- Linux
- Java
- JavaScript
- Angular
- LLVM
- Git
- C / C++
- HTML5
- React
- Assembly Language
- more

QUALITIES

- Detail-oriented
- Curious
- Self-driven
- Quick learner
- Organized
- Diligent worker
- Efficient
- Collaborative
- Perceptive
- Team player

PROJECT EXPERIENCE

MAY 2023 - PRESENT

JACKMAN SCHOLARS-IN-RESIDENCE PROGRAM, UNIVERSITY OF TORONTO

- Evaluating the Impact of Storytelling in Computer Science Education: A Qualitative Analysis.
- Preparing, organizing, analyzing, and interpreting survey data from 265 students using NVivo.
- Describing themes and developing a codebook for 9 qualitative questions.
- Collaborating in a 5-member team for a research project.

JANUARY 2023 – APRIL 2023

MINIC COMPILER, UNIVERSITY OF TORONTO

- Worked with LLVM, ANTLR4, and C++.
- Individually designed and implemented a compiler for MiniC, a subset of C language.
- Wrote compiler grammar rules for MiniC from a reference grammar.
- Wrote compiler actions to build an AST in g4 format.
- Built symbol tables and performed semantic checks by visiting AST nodes.
- Optimized LLVM IR generated code for faster compilation.

JANUARY 2023 – APRIL 2023

RESTIFY, UNIVERSITY OF TORONTO

- React, JavaScript, REST API, Django, HTML, and CSS.
- Collaborated in a team with 2 other students.
- Implemented frontend and backend for a rental service's website.

SEPTEMBER 2022 – DECEMBER 2022

RELIAVIEWS, UNIVERSITY OF TORONTO

- Collaborated in a team of 6 to solve a social problem and prototype our solution with Figma.
- Designed a browser extension to encourage writing and finding authentic online reviews.
- Researched existing technologies and our intended users then reported the results.
- Tested 15 users interacting with the system to find improvements for the UI and UX design.

DECEMBER 2020

DOODLE JUMP GAME, UNIVERSITY OF TORONTO

- Coded with assembly language.
- Recreated the doodle jump game with multiplayer, new enemies, and various levels.

SEPTEMBER 2018 – DECEMBER 2018

SCHOOL ASSIST, CARIBBEAN SCIENCE FOUNDATION CODING WORKSHOP

- Android mobile application. Ionic v3 with Angular.
- Led a team of 3 to design and implement a schedule/assignment tracker app for students.
- Demonstrated a fully working version of the app by the end of the workshop.

APRIL 2018

GIRLS IN ICT DAY CARIBBEAN HACKATHON, BARBADOS

- Webpage design, mobile app design and video editing.
- Collaborated as a team of 6 to create a webpage for a social problem in the Caribbean.
- Designed a website aimed to educate the public on domestic violence and provide resources.

EDUCATION

SEPTEMBER 2019 – JUNE 2023

HBS. COMPUTER SCIENCE, UNIVERSITY OF TORONTO

CGPA: 3.84/4.0

Awards: Dean's List Scholar (2019 – 2021)

WORK EXPERIENCE

JULY 2014 – AUGUST 2020

LIBRARY ASSISTANT, QUEEN'S COLLEGE

- Assisting the librarian with tasks efficiently while meeting specified deadlines.
- Organizing documents, keeping inventory, issuing textbooks to students.
- Carefully proofreading documents to ensure there was no inaccurate/missing information.