JOSHUA RAMPERSAD
MATHEMATICS, UNIVERSITY OF WATERLOO

github.com/Xavientois
j2ramper@uwaterloo.ca
514 - 297 - 2368

Skills

Coding Proficiency
Java

Python

Racket

Coding Experience
HTML

CSS

C/C++

Management
Franchisee with first Student Works Window Cleaning initiative in Quebec

Communication
Public speaking and communication experience through involvement in theatre

Sales Training
Professional sales and marketing experience through work with Student Works

Languages
Bilingual in English and French

Work Experience

Owner - Operator
Student Works Window Cleaning — 2017
- Marketed through door-to-door cold calls, flyers, and online ads to accumulate over 100 clients
- Applied sales training to sell over $30 000 window and gutter cleaning services
- Interviewed, hired, and trained marketing team and production teams

Food Services
Mama Sofia Pizza — 2014-2017
- Engaged with customers, taking orders, and communicating them with the 4 person team
- Trained new employees in every aspect of food preparation and service in order to maximize efficiency

Camp Organizer
Dojostudio — 2012
- Chief coordinator for summer camp, in charge of scheduling, planning, and camp budget
- Acquired SOGO Active Youth Recruitment grant for funding
- Communicated with third parties to organize all exterior camp activities
- Supervised activities, ran workshops and taught karate to children

Education

University of Waterloo — 2017-Current
Candidate for Bachelors of Mathematics, Honours
Minoring in Music

Cégep Vanier College — 2016-2017
Computer Science and Mathematics Program

Awards and Distinctions

Lieutenant-Governor's Youth Medal – Hon. Pierre Duchesne — 2015

President's Scholarship for Academic Achievement – University of Waterloo — 2017

Swati Sharma Prize for Computer Science – Royal West Academy — 2016

Activities and Interests

Music
Classical Trumpet
Baritone Voice
Classical Piano

Theatre
Shakespearean Theatre
Musical Theatre
Community Theatre
Independent Theatre

Sports
Karate (Wado Ryu)
Dodgeball (Captain)
Cross Country Running

Coding
GrebelHacks Hackathon
A* Pathfinding in Python
Ship Attack game in Java