

COMPUTER SCIENCE STUDENT

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Computer science student familiar with working with both the front-end and back-end sides of an application. Proficient with programming in Python, Java, JavaScript and using frameworks such as Bootstrap, Node, Express, and React.

EDUCATION

HONORS BACHELORS OF SCIENCE IN COMPUTER SCIENCE

University of Toronto

Computer Science Specialist Cumulative GPA: 3.84/4.0 Year of Graduation: 2026

SKILLS

BACK-END

- · Extremely experienced in working with Python
- Strong grasp of OOP in Java

FRONT-END

- HTML, CSS, and JavaScript
- · React.js
- Bootstrap

PROJECTS

FACE FINDER

React, Node, Express

- Full stack program that uses APIs that are able to recognize a face and possibly match it based on a Google search
- Has an added "local" feature that allows for users to save a picture into a database that will be used for future searches

HUFFMAN TREE COMPRESSION

Python

- Software that uses Huffman encoding to compress any type of file (lossless compression)
- Uses the tree abstract data type and methods that involve recursion to implement Huffman's algorithm

TETRIS

Java

- Uses the JavaFX GUI and object-oriented programming to create a functional Tetris game with added features such as saving boards as well as changing the speed of the game
- Uses the model-view controller design pattern to control the display and user inputs