

# ABHIN TOMAR

## COMPUTER SCIENCE STUDENT

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## PROFILE SUMMARY

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.

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## RELEVANT SKILLS

- Python
  - Java
  - Javascript
  - CSS
  - Git
  - ReactJS
  - Bash / Shell
  - HTML
  - Bootstrap
  - C
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## EDUCATION

### Honors Bachelors of Science in Computer Science

2021 – 2026

University of Toronto

- Program of Study : Computer Science Specialist
  - Cumulative GPA : 3.84 / 4.0
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## PROJECTS

### Face Finder (*React, Node, Express*)

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

### Huffman Tree Compression (*Python*)

- Software which utilizes Huffman encoding to compress any type of file in the form of lossless compression
- Worked with the tree abstract data type and methods that involved recursion to implement Huffman's algorithm

### Tetris (*Java*)

- Operates on the JavaFX GUI and involves use of 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
- Applied the model-view controller design pattern to control the display and user inputs