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.

RELEVANT SKILLS

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

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

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