

Anthony Maocheia-Ricci

Computer Science Student // Software Developer // Digital Designer

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Skills and Qualifications:

- Programming: HTML, CSS, JavaScript/jQuery (p5.js, React.js, React Native, H5P), C/C++, Java
- Tools: Git, Adobe Creative Cloud (Photoshop, Xd), Figma, Unix, Office 365, G Suite

Education:

University of Waterloo, Candidate for Honours Bachelor of Computer Science

Specialization in Human-Computer Interaction, Minor in Psychology

- September 2020 — Present (Estimated graduation: April 2025)
- Cumulative GPA: 86.93%
- Awards: President's Scholarship of Distinction, Faculty of Mathematics Scholarship (Renewed x2)
- Relevant Coursework: Designing Functional Programs, Elementary Algorithm Design and Data Abstraction, Object-Oriented Software Development, Logic and Computation

Relevant Experience:

Online Resource Designer and Developer, University of Waterloo Library Sept. - Dec. 2021

- Used open source *JavaScript* and *jQuery* based framework, H5P to develop custom, accessible learning modules for use in post-secondary education
- Designed and styled various modules and elements to meet both accessibility and visual standards, using *Figma* for storyboarding and *HTML/CSS* for developing
- Aided in facilitating the user testing stage, adhering to both *UX* (User Experience) and *ID* (Instructional Design) principles throughout the process
- Collaborated with the Library's Web Team, implementing changes to the various library websites accessed by hundreds of students to benefit usability

Projects:

Recyc-AI 2021

- Developed mobile app at Hack the North 2020++ using *TensorFlow.js* to determine if an item is compostable, recyclable or garbage
- Conceptualized prototype and graphics using *Adobe Xd* and *Photoshop*, and implemented the user interface in *React Native*, improving design and development skills

Simple Shooter: Endless Zone Defense 2021

- Implemented a simple arcade-style shooter game in *p5.js* and external libraries to further develop Object-Oriented programming skills
- Designed graphics using *Adobe Photoshop* and *p5.js*' native drawing library for use in the game and widened design skills

Additional Experience:

Digital Artist, Edu-Action! Present

- Designed and produced high quality artwork for a research project [infographic](#), simplifying and preparing the information in an accessible way
- Aided in data collection and analysis of student feedback related to post-secondary math courses to determine where simplification through graphics would benefit students' learning

Math and Science Peer Tutoring, Cardinal Leger Secondary School 2018 - 2020

- Volunteered lunch periods twice a week at school to help students with math, physics and computer science work
- Assisted struggling students in credit recovery to understand and apply concepts learned in class and beyond, ultimately helping them get their credits