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SKILLS

- Adept programming skills in C, Java, Python, C# and Verilog developed professionally at the university level.
- Extensive knowledge of modern software development practices and tools, including agile methodology, and version control, obtained by formal training in university level courses.
- Efficient ability to analyze data, synthesize information, identify bugs to improve product design and resolve technical issues developed by debugging peer made programs.
- Reliable reporting skills using Excel, PPT and Word developed by formalizing data and simplifying complex data for Math, Data Management, and Computer Science courses.
- Quickly adaptable to new environments and learn new tools, frameworks, and relevant technologies strengthened by engaging various fields including computer science and music.
- Efficient and clear communication skills matured by working with a diverse team to create a platforming videogame using Java.
- Smart time management skills developed by balancing studies in Computer Science, Music, and other personal dedications at the university level.

EDUCATION

University of Toronto Scarborough   **September 2018 - Present**

Honours Bachelor of Science – Specialist in Computer Science Co-op

PROJECTS

Unix Shell   **May 2019 – July 2019**

- Practiced agile development methodology in a team of 4 and worked as scrum master to complete a Unix Shell demo using Java.
- Worked with constant tight deadlines and successfully produced product demos on required deadlines while adhering to agile development process.
- Exercised understanding of Linux/Unix system by developing a virtual Unix Shell with a team of 4 total members using industry used version control practices (Subversion).

2-D platforming videogame   **February 2017 – June 2017**

- Exercised communication skills in a leadership role of a team of 4 by communicating clearly so all team members understand the task assigned to them.
- Worked in a fast-paced environment and formalized progress into weekly reports so that the timeline of the project development could be predicted accurately.
- Applied experience and knowledge of OOP methodologies by developing in C# to create a fully functional 2-D platformer on Unity.