

## SKILLS

<b>Programming Languages</b>	Python, Java, JavaScript, HTML, CSS, SQL, C#, C, Go
<b>Frameworks, Libraries, and Tools</b>	React.js, Node.js, Express, Django, Bootstrap, Git/Github, Latex, Redis, Docker, JUnit, Pytest
<b>Databases</b>	SQLite3, MySQL, MongoDB, Firebase
<b>Developer Tools</b>	IntelliJ Idea, Pycharm, Webstorm, Eclipse, Visual Studio, Unity, Gantt, Postman, Microsoft Office

## EXTRACURRICULAR

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| 2021 | <b>Pressure Destresser, DELTAHACKS VII, FULL-STACK</b> <ul style="list-style-type: none"><li>Web app called Pressure Destresser which aims to bridge the gap between doctor and patient, and ease the stress and anxiety of said patient</li><li>Allows patients to upload their daily blood pressure to our database, graph them, and receive advice from their doctor</li><li>Worked in a team of 3 to brainstorm, design, and implement using Django along with HTML and CSS</li></ul> |
| 2020 | <b>Virtual Coffee Shop, IVYHACKS, VIDEO GAME</b> <ul style="list-style-type: none"><li>Idea was to create an online 3D coffee shop where players could chat, move, and interact with each other over our hosted server</li><li>Worked in a team of 3 to brainstorm, design, and attempted to implement a video game using Unity, C#, and Blender</li><li>Great learning experience working in a group solely online</li></ul>   |
| 2020 | <b>Complain, DELTAHACKS VI, FRONT-END</b> <ul style="list-style-type: none"><li>Web app called Complain, of which allows users to upload pictures and messages about their real world complaints to our database and maps them</li><li>Worked in a team of 3 to brainstorm, design, and implement using HTML, CSS, Javascript, and Bing's Mapping API</li></ul>   |

## EDUCATION

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| 2022 | <b>Bachelor of Engineering, Software Engineering, MCMASTER UNIVERSITY</b> <ul style="list-style-type: none"><li>Achieving a cumulative grade-point average of 3.9 on a 4.0 scale</li><li>Invited to Golden Key International Honour Society for achieving top 15% in the program</li></ul> |
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## PERSONAL PROJECTS

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| 2021 | <b>MyGameList, FULL-STACK</b> <ul style="list-style-type: none"><li>Created and designed a web app that allows users to create and organize lists to score and review their favourite video games!</li><li>Thorough learning experience for MongoDB, Express, React, Node.js, strengthening ability to learn different stacks</li></ul>  |
| 2021 | <b>Clicker Chat, FULL-STACK</b> <ul style="list-style-type: none"><li>Working in a team of 3, created, designed, and fully documented a public asynchronous chat web app that also features a communal Clicker in each chat room</li><li>Includes problem statement, development plan, software requirements specification, test plan, module guide, module interface specification, and test report with work coordinated using Gantt chart</li><li>Thorough learning experience for SQLite3, HTML, CSS, Django, Redis, Docker, and Channels/Websockets</li></ul> |
| 2020 | <b>JgDiff, FULL-STACK</b> <ul style="list-style-type: none"><li>Created and designed a web app that reads, handles, and stores data regarding one of the most popular video games today, League of Legends</li><li>Implemented independently using MySQL, HTML, CSS, and Django, further developing web development practices, and database implementation and design</li></ul>  |