# BRUNO KAZADI

# COMPUTER SCIENCE STUDENT

CONTACT  PROF  □ 873-664-1966  □ kbrunojr55@gmail.com  challengi	oly p s. M nent ng i nati
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SKILLS	K
Java	nce
C# University	of (
Python • Help thrive	
• Organ	nize
• Facili	
Javascript Telema	ark
React JS PL Teleco	
HTML • Makin	g o
Postgres promo • Under	
persu. Linux • Using	
intera Microsoft Office	ctio
HANI	) S
EDUCATION • Food	
University of Ottawa • Redo	
BSc Computer Science Java	
2021-2025 • Text open	
University of Johannesburg • Rank	
International English Language  • Dent	_
2019-2020 dent • Rese	
• Rese	
LANGUAGES • Mate	
French gam English Bird	

#### LΕ

passionate about leveraging computer science to solve complex y experience spans a wide range of technologies, reflecting my to continuous learning and adaptation. I thrive on tackling issues and excel in a proactive, collaborative team environment. The ve power of technology and its profound impact on our world fuel my passion for this field.

#### EXPERIENCE

## e Life Ambassador

Ottawa

08/2022 - Current

- d a safe community in which residents of all origins and orientations nile developing personally and academically.
- events to further a sense of belonging and community connection for
- mediation and conflict resolution discussions with residents.

## eting Agent

10/2021 - 04/2022

- utbound calls to potential customers, effectively introducing and g the company's products and services.
- nding of all products and services offered, ensuring accurate and re communication tailored to cusomer needs.
- stomer Relationship Management software to track customer ns, manage leads, and follow up on prospects.

#### -ON PROJECTS

- age Classifier: Web application using TensorFlow to identify food in
- nspired Platform: Full-stack Spring Boot based reddit clone using
- ippet Manager: Full-stack web application with Go for CRUD ons on text snippets.
- Full-stack real-time web application designed for polling, voting and
- linic System: Full-stack Spring Boot enterprise web application for linic management.
- tion System: Full-stack system with a Go backend for Bed & st bookings.
- Predictor: Java program using decision tree algorithm to predict atch outcomes.
- Flock Simulation: 2D graphics Go simulation to mimic bird flocking behavior.