

Jasper Charlinski

Nanaimo, BC | 604-399-9490 | jjcharlinski@gmail.com | Github: charliij

EDUCATION

VANCOUVER ISLAND UNIVERSITY

Diploma of Computer Science

Cumulative GPA: 4.0; Dean's List 2021-2023

Relevant Coursework: Web Programming, HCI and UX, Databases Systems, Data Structures and Algorithms, Software Engineering, Systems and Networks, System Analysis and Design.

WORK EXPERIENCE

Horne Lake Provincial Park

Park Operator

Qualicum Beach, Vancouver Island

June 2020 – Sep 2020

- Organized and lead cave expedition tours throughout the main chasms of Horne Lake Caves
- Enforced park by-laws and ensured the preservation of the caves
- Handled customer relations and organized group reservations

Quality Foods

Produce Clerk

Parksville, Vancouver Island

2018 – Sep 2021

- Handled customer service inquiries and inventory control
- Part time job during high school

UNIVERSITY PROJECTS

OpenCV Parking Lot Availability Checker (still in progress)

Jan 2023

- An information system designed to determine the availability of the Vancouver Island University parking lots using the OpenCV computer vision library.
- Uses footage of the parking lots to determine what percentage of spots at each parking lot are occupied, this information is displayed to users on a web interface where they can verify our algorithm as well as input how long they plan to spend at a parking lot.
- Backend: C++ and Python, Oracle and SQL for the DB
- Frontend: HTML5, CSS, Javascript

Website Builder - sitecraft.ca (still in progress)

Jan 2023

- An automated website building service.
- Allows users to create a website by filling out a form with information about the desired style and content layout, and uploading photos and videos. Sitecraft then generates a single HTML file that represents the website. Users can view, edit and download their website to use it on their own web server.
- Backend: PHP, Javascript, MySQL for the DB
- Frontend: HTML5, CSS, Javascript; jQuery, Bootstrap

Resume Parser (still in progress)

Jan 2023

- A resume or document parser designed to quickly pull desired information from a given document.
- Allows users to select the specific information they want to extract using a GUI, and then the program will parse through the document and store the relevant information in a CSV file.
- Backend, Frontend: Python

Hackers Labyrinth

Sept 2022

- A terminal window puzzle game where the player progresses through a series of rooms each with a unique challenge. If a room is completed, the player will choose between two doors, each with unique items behind them, to progress to the next challenge.
- Backend, Frontend: Bash, C++, Python

Javascript Projects

March 2022

- Audio Visualizers
 - A Javascript program that takes input from the user's microphone and generates various audio visualizers using the WebAudio API and Canvas API.
- Oscillator Keyboard
 - An oscillator keyboard that the user can play by typing keys on their keyboard.
- Highway Racer Game
 - A 2D game where the users avoids oncoming objects by pressing the arrow keys or WASD.

See my GitHub for a full list of projects: <https://github.com/charliij>

ADDITIONAL

Technical Skills:

Web Development:

Advanced in Javascript (including jQuery, Ajax, Bootstrap, React), HTML5, CSS

Proficient in PHP, custom WordPress theme development, custom Shopify store development, WooCommerce.

Databases:

Solid understanding of relational databases and schema.

Proficient in SQL (including Oracle, MySQL, SQLite)

Programming:

Advanced in C++, Bash, Python.

Additional Skills:

Proficient with Git and GitHub.

Solid understanding of the OSI model and network topology, operating systems, computer architecture, and Linux system creation and maintenance.

Comfortable with developing in Linux and Windows environments.

I am eager to acquire any new skills required for the job.

Business Skills:

- Great at time management and organization
- Quick and motivated learner
- Enjoy solving problems and troubleshooting.
- Enjoy working in teams and collaborating with others
- Good at writing documentation and requirements gathering
- Great at making diagrams (UML, ER, Use Case, Activity, ect)
- Familiar with common SDLC
- Enjoy taking feedback and improving my work

Hobbies:

Music; Piano, Analog Synthesizers, Sound Design.

Art; Painting, Graphic Design, Nature Photography, Architecture.

Outdoors; Hiking/Backpacking, Diving, Spelunking, Mountain Biking.