

Christopher Marcok

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SKILLS

- Experienced with: Java, Python, C, SQLite, HTML/CSS, JavaScript, C#, Git, Bash, UML, Verilog
- Android Studio, PyCharm/IntelliJ, Eclipse, Atom/VSCode, Unity Game Engine, Microsoft Office Suite
- Computer hardware assembly and set-up

PERSONAL PROJECTS

SOCIAL NETWORK WEB-APP

- Designed and built using node.js in conjunction with mongoDB
- Facilitates user-authentication using the Google OAuth API
- Allows users to create and share stories which others can respond to
- Deployed via Heroku and uses mLab to store the app's collections

PERSONAL FINANCE TRACKER MOBILE APP

- Developed in Java using Android Studio
- Uses SQLite to store data about user purchases and preferences
- Displays graphs to visualize user spending
- Distributed publicly on the Google Play Store

PLATFORMER STYLE MOBILE GAME

- Developed in C# with the Unity Game Engine
- Features a global leaderboard of the top player's high scores
- Includes a monetized reward system

CHESS DESKTOP APPLICATION

- Designed with UML and created in Java using all original code
- Features an intuitive graphical user interface
- Developed as a team under the extreme programming methodology

EDUCATION

COMPUTER SCIENCE SPECIALIST, SECOND YEAR

University of Toronto, St. George Campus

September 2017 – April 2022 (*expected*)

cGPA: 3.75/4.0

AWARDS

2018 INNIS COLLEGE EXCEPTIONAL ACHIEVEMENT AWARD

- Awarded 22 Nov 2018 in recognition of academic achievement during the 2017-2018 semesters.

WINTER 2018 UNIVERSITY OF TORONTO DEAN'S LIST

- Awarded Sept 2018 to the top 15% of University of Toronto students.