

Danelle D'Souza |

danelle.dsouza@mail.utoronto.ca ❖ <https://dan-elle.github.io/> ❖ Mississauga, ON

SKILLS

- **Software and Programming Languages:** Python; C; HTML; CSS; MATLAB; GitHub; Docker; Microsoft Office
- **Skills:** Organisation; passion for learning; planning; verbal and written communication; problem-solving; time management; teamwork; customer service; working well under pressure; detail-oriented

EDUCATION

University of Toronto (BASc – Computer Engineering) 2022 – Present

- Received the Dean's Merit Award and Edward S. Rogers Sr. Admission scholarship
- Relevant courses: Computer Fundamentals (C programming), Engineering Strategies and Practice I and II

EXTRA-CURRICULAR HIGHLIGHTS

Robotics for Space Exploration (RSX) – Software Team Sept. 2022 – Dec 2022

- Working with a team of other students at the University of Toronto to create a Mars rover
- Completed onboarding training and currently learning how to use ROS, C, and Gazebo

First-Year Council (Engineering Society) – Event Coordinator Nov. 2022 – Present

- Facilitating the communication between the first-year council and third parties involved in events to provide goods, services, and funding
- Researching potential vendors to select ones which meet the needs of the council and fit within its budget, and organized this information using Excel and Word

IB Student Council – Executive Member Dec. 2020 – Jun. 2022

- Hosted online presentations created using PowerPoint about the IB programme and online school tips for underclassmen
- Discussed present issues within the programme and probable solutions for them with school staff

WORK EXPERIENCE

Reitmans – Sales Associate Aug. 2021 – Aug. 2022

- Aided in solving any technical difficulties that arose with online orders at our store
- Worked with a team to provide personalized and attentive customer service to 100+ customers per day
- Maintained knowledge of new up to 30 new products arriving weekly and ongoing sales promotions

VOLUNTEER EXPERIENCE

Merciful Redeemer Parish Youth Ministry - Volunteer Sept. 2017 – Jun. 2022

- Worked with a team of volunteers to create a better learning environment for the youth of the community
- Utilized PowerPoint to create educational presentations

Corner Connecting Learners – Web Designer and Marketing Committee Aug. 2020 – Aug. 2021

- Worked with a team to plan redesigns and maintain the organisation's website using HTML
- Designed graphics for social media pages using various programs such as Adobe Photoshop and Canva

PROJECT EXPERIENCE

Engineering Strategies & Practice II – Communication Liaison Jan. 2023 – Present

- Responsible for communications between my team and our client (University of Saskatchewan) and manager (University of Toronto) to ensure that our designs meet the client's expectations

Hackathon Projects – Miscellaneous Oct. 2022 – Present

- Journa (HTML, CSS, JavaScript), Productive Pet (HTML, CSS, JavaScript)