David Kochanski

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Education

University of Toronto

Mississauga, ON

Honours Bachelor of Science (HBSc) – Specialist in Computer Science + PEY Co-op

Sept. 2022 – June 2027 (Expected)

• **GPA:** 3.97/4.0

• Relevant Coursework: Introduction to Computer Science, Calculus with Proofs, Introduction to Statistics, Introduction to Mathematical Proofs.

Frontend Web Development Bootcamp

Online

Coding Bear Academy

Sept. 2021 – June 2024 (Expected)

• Project-oriented course. Built projects using HTML, CSS, JavaScript, JQuery, React.js.

High School Diploma

Mississauga, ON

St. Aloysius Gonzaga Secondary School

Sept. 2018 - June 2022

• Graduated with High Honours. 91% average in Grade 12.

• Member of Computer Science Club, 2020 – 2022

Experience

Kidsapia

Marketing Coordinator

Mississauga, ON

June 2023 – Sept. 2023

• Created and implemented marketing campaigns for Kidsapia playground, birthday parties and summer camps on multiple platforms (Google ads, Meta/Instagram ads), resulting in a 35% increase in customers.

Managed and updated Kidsapia website by creating content, editing and interacting with HTML and CSS.

Optimized social media content by tracking viewer responses, resulting in a 30% increase in viewer engagement.

Team Manager

June 2022 – Sept. 2022

• Oversaw a team of eight members, aiding in task execution, emphasizing efficiency, fluidity, and safety.

 Assumed management responsibilities in the absence of the manager, including inventory management, team communication, room setup, and customer service.

• Handled invoicing using RBC Wave and Excel, ensuring proper communication with over **360 customers**.

Camp Counselor

Mar. 2019 – June 2019, July 2021 – Aug. 2021

- Educated children aged 4-12, with some on the autistic spectrum, about basic STEAM engineering concepts.
- Mastered ~60 motorized LEGO models to aid in demonstrating the class curriculum.
- Contributed to the expansion of the program through offering quality education and entertainment, leading to a 75% increase of registered students in 2 years.

Personal Projects

When2Meet Improved (DeerHacks 2023 Hackathon)

April 2023

- Worked in a team of three to build a prototype of a group event-scheduling webapp.
- Learned about the importance of communication and agreements for team projects.

placefox.xyz

Mar. 2023 – May 2023

- Developed a placeholder photo service granting fox images of different dimensions, filters, and species.
- Images are accessable through a link, with each parameter chosen in the URL.
- Designed a landing page while also authoring a Python script for automated photo generation.

<u>Pokéguesser</u>

Feb. 2023 - Apr. 2023

- Created a Pokémon guessing game in React.js where users identify Pokémon within a time constraint.
- Implemented a user authentication system with a leaderboard to rank score in Firebase.

Skills

Continuous Learning, Design Thinking, Project Planning, Logical Reasoning, Problem Solving.

Languages: English, Polish, French.

Programming Languages: Python, JavaScript, TypeScript, HTML, CSS, Java, C, RISC-V ASM

Technologies: React.js, Firebase, Discord.py, JQuery

Developer Tools: Git, Github, Gitlab, LATEX, VSCode, Azure, Windows, MacOS, IntelliJ, Microsoft Office