

# DEAN D'MELLO

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## TECHNICAL SKILLS

*Languages:* C, C++, Java, Python, Dart

*Collaborative:* Shared GitHub repos, VS Live Share

*Development:* Eclipse, Refactoring, ReadyToProgram

*OS:* Windows, Linux (Debian, Ubuntu), MacOS

## EDUCATION

Bachelor of Computing, Computer Science (Co-op) | 2019-Present

**University of Guelph, Guelph ON**

-Completing a Minor in Marketing

### Academic Projects:

#### 2-Player Chess Game (2019)

- Implemented Object Oriented programming in Java on ReadyToProgram to create a 2-player saveable Chess game

- Collaborated with peers to split individual work on chess piece object classes and developed super class together to create a combined, smooth flowing game

- Pushed and pulled from shared GitHub repo while keeping aware of peer's additions to keep project constantly up to date

## VOLUNTEER EXPERIENCE

**Peer Tutor, Big Brothers Big Sisters Halton | 2017-2018**

- Explained academic concepts to younger students (including basic scratch coding) to improve their problem-solving skills

## EXTRA CURRICULAR EXPERIENCES

### 2<sup>nd</sup> Place University Hosted Coding Competitions (York) | 2019

- Built specific, real life problem-solving algorithms using Java and Eclipse producing competition's desired outputs

- Co-leader of a Python team splitting the workload evenly while maintaining efficiency in order to submit code under time constrictions

- Developed algorithms further using Java libraries to decrease previous runtimes

### VP, Student Council | 2018-2019

- Organized schoolwide events by separating members into teams with separate responsibilities to ensure success

## WORK EXPERIENCE

### Cast Member, Cineplex | 2018-2019

- Managed team of cleaners by assigning specific tasks to each member resulting in spotless theatres before every show