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Dean D'Mello

Junior Developer

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SKILLS

Languages	C, C#, Java, HTML/CSS, Python, JavaScript, LINQ, R
Tools	ASP.NET Core, Git, GitHub, MongoDB, Visual Studio, VirtualBox, Heroku, WSL2
OS	Windows, Linux (Debian, Ubuntu)
Other	Agile Methodologies, Microsoft Office, JSON, XML

WORK EXPERIENCE

Full Stack Developer <i>Lifco Hydraulics</i>	MAY 2021 — DEC 2021 <i>St. Catherine's, ON</i>
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- Refurbished the hydraulics purchase order management system to maximize restocking efficiency for sales teams with C#/LINQ
- Integrated existing web-app format into newly acquired company sites to facilitate a smooth customer transition and boost web traffic in .NET
- Managed an SQL database while updating a larger MongoDB collection to maintain consistency amongst a 250,000+ inventory using CRUD operations
- Responsible for software maintenance across 3 web-apps, requiring a vast understanding of the control flow and each application's design to address issues before customer encounters

Cast Member <i>Cineplex</i>	MAR 2018 — MAY 2019 <i>Oakville, ON</i>
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- Worked in team of cleaners with specific assigned tasks to each member resulting in spotless theatres before every show
- Maximized customer satisfaction by quickly addressing and resolving complaints with food or service
- Cleaned food preparation equipment, work areas and counters to maintain hygienic, sanitary establishment

EDUCATION

Bachelor of Computing, Computer Science (Co-op), University of Guelph, ON <i>Minoring in Marketing</i> <i>Currently Maintaining 88% cumulative GPA</i>	2019 — Present
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ACADEMIC PROJECTS

Caesar Cipher	2020
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- Automation of decoding Caesar shifted text and reading binary files using C for concurrent program
- Manipulate files or STDIN/STDOUT depending on user's choice using custom flags in command line for convenient user operation

PROJECTS

Personal Website	2020
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- Demonstrated expansive knowledge of HTML with distinct elements for a neatly laid out website
- Incorporated a unique CSS layout, polishing the fine details of the site to boost user satisfaction
- Included a personal take on the "Flappy Bird" game using JavaScript for an added interactive experience

2-Player Chess Game	2019
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- Implemented Object Oriented programming in Java on ReadyToProgram to create a 2-player save-able 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 GitLab repo while keeping aware of peer's additions to keep project constantly up to date

EXTRA CURRICULAR EXPERIENCE

2nd Place University Hosted Coding Competitions (York)	2019
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- Built specific, real life problem-solving algorithms using Java and Eclipse producing competition's desired outputs
- Co-leader of a Java 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