DEAN D'MELLO

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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 GitLab repo while keeping aware of peer's additions to keep project constantly up to date

Personal Website (2020)

- -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

EDUCATION

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

University of Guelph, Guelph ON

-Completing a Minor in Marketing

TECHNICAL SKILLS

Languages: C, Java, HTML, CSS, Python, JavaScript

Development: WSL2, VirtualBox, Eclipse,

ReadytoProgram

OS: Windows, Linux (Debian, Ubuntu)

Collaborative: GitLab, VS Live Share

Academic Projects

Caesar Cipher (2020)

- -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

EXTRA CURRICULAR EXPERIENCES

2nd 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 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

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