

An enthusiastic computer science student with 5+ years of programming experience, driven by new and challenging experiences, seeking to exercise creative and technical skills in a fast-paced, software developing environment.

## EDUCATION

### Pursuing Honors BSc in Computer Science – Software Engineering Stream | University of Toronto

SEPTEMBER 2022 – PRESENT

EXPECTED GRADUATION APRIL 2026

- Achieved UTSC Dean's List 2023

## PROJECTS

### System Monitoring Tool | CSCB09 Project

APRIL 2024

A system monitoring tool that displays memory usage, user and CPU utilization information for a given number of samples, taken every given number of seconds.

Used: C, Modular Programming, Forking processes, Signal & Error Handling

### UofT PoST Helper Aid | CSCB07 Group Project

DECEMBER 2023

Developed app in a Scrum framework aiding students to navigate UofT program requirements. Implemented UI and functionalities for creating announcements, notifying users, and updating database with Model-View-Presenter Method.

Used: Android Studio, Firebase Realtime Database, Java, XML

### Portfolio Website | Personal Project

NOVEMBER 2021 – DECEMBER 2021

Used: HTML, CSS, and Java

## SKILLS

- Proficient in Java, Python, SQL, C and Git
- Proficient in HTML, CSS & JavaScript
- Familiar with C++ and React.js
- Proficient in Eclipse and VS Code
- OOP, SOLID Design Principles & Design Patterns
- Experience with data structures in Python & C
- Curious and quick learner
- Innovative and excellent problem-solver
- Strong attention to detail
- Excellent collaboration skills; team player
- Excellent communication skills
- Proficient in MS Office

## RELEVANT COURSES

### Software Tools and Systems Programming | UTSC

JANUARY 2024 – APRIL 2024

Learning software techniques in a Unix-style environment using C, including: file processing, system calls, basic network programming, shell programming, processes and threads, signal handling.

### Computer Organization | UTSC

JANUARY 2024 – APRIL 2024

Learned components of computer systems, memory technology, peripherals, structure of a CPU, assembly languages, instruction execution, and addressing techniques.

### Software Design | UTSC

SEPTEMBER 2023 – DECEMBER 2023

Learned OOP Principles, SOLID Design Principles, Design Patterns and Clean Code Attributes (using Java).

## WORK EXPERIENCE

### K-12 Math Instructor | Mathnasium Learning Center

SEPTEMBER 2022 – PRESENT

- Tutored students, mainly in Grade 11 and 12, in math; collaborated with instructors to ensure students' needs are met.

REFERENCES AVAILABLE UPON REQUEST