



## EDUCATION

Bachelors of Science  
Specialization in Computing  
Science Software Practice with  
Science Internship Program

University of Alberta  
2014 – April 2019



## SKILLS

Proficient:

Python

Experienced:

Java

Familiar:

JavaScript, C, C#

- Experienced in coding with Python, Java, C and familiar with C++
- Participated in Agile methodologies such as SCRUM, stand up meetings, and retrospectives.
- Worked in teams to bring projects to completion.
- Developed android application using Android Studio and Google map APIs
- Wrote automation and unit tests for projects
- Object oriented programing in Java
- Worked with Django to create a simple web app
- Created an AI agent following Gradient TD and Monte Carlo algorithm.
- Used Java to create a tool for users to organize stocks portfolios and buy/sell prices.



## ABOUT ME

Ambitious computer scientist with strong programming knowledge in Python, C and Java. I am an outgoing and high performing allowing me to work well in groups to develop innovative, and creative solutions. I am seeking full-time position with challenging hands-on opportunities to further develop my skills in programming and software development.



## WORK EXPERIENCE

Informatics Assistant

Government of Canada // Sept. 19 2017 – Apr. 30 2018 (8 month Co-Op)

- Diagnosed computer software and hardware issues for clients
- Swapped and installed damaged components into laptops
- Brought a new meaning to efficient by introducing a new client follow up procedures resulting in 25% faster follow up time
- Demonstrated leadership and teamwork by inputting ideas in meetings and lead discussion topics.
- Defined new expected levels of multitasking and the ability to meet deadlines through time management skills
- Set a record for 10% more clients served in Edmonton by establishing strong relationships with clients through interpersonal skills.



## SIDE PROJECTS

Unity Game Development

- Created a mobile endless runner game using C#
- Learned About handling game events, triggers, game objects, physics engines, C#, scripting and pixel art.

FEELTRIP Android App Development

- Using Android Studio and Java, created a mobile social network allowing users to express their moods, images and texts.
- Worked with Google Maps API to create a visual representation of online friends currently connected with.
- Designed and implemented front end UI elements to create a cohesive, simple and responsive design.

STEPS Web Application

- Working alongside a six member team, we used JavaScript, React, Python, Django, and ArcGIS, to create a web app that allows pedestrians to rate sidewalks in terms of comfort, safety, sense of security, etc.
- Used custom REST APIs to send and receive data.
- Heavily worked on front end UI design. Using ArcGIS and JavaScript to develop an intuitive and simple user interface.
- Hands on with Agile methodologies such as SCRUM, and planning poker