

## **OBJECTIVE**

undergraduate computer science student entering second year at McGill looking for work opportunities.

## **CORE SKILLS**

Python (2 years of experience), HTML/CSS (3 years of experience)

Java (1 year of experience), bash (6 months of experience), C (programming language) (6 months of experience)

## **EDUCATION**

### **McGill University**

*Bachelor of Science, Computer Science major*

GPA: 4.00/4.00

Montreal, Canada  
August 2020 – present

- Judie Rimer Scholarship Recipient for academic merit
- Courses taken / to be taken:

Grade

#### – Fall 2020

- |   |   |
|---|---|
| * COMP202 - Introduction to Programming (3 credits) | A |
| * MATH133 - Linear Algebra and Geometry (3 credits) | A |
| * MATH141 - Calculus 2 (4 credits)                  | A |
| * MATH240 - Discrete Structures (3 credits)         | A |
| * MATH180 - The Art of Mathematics (3 credits)      | A |

#### – Winter 2020

- |  |                  |
|--|------------------|
| * COMP250 - Introduction to Computer science (3 credits) | not yet released |
| * MATH133 - Introduction to Software Systems (3 credits) | A                |
| * MATH222 - Calculus 3 (3 credits)                       | A                |
| * MATH223 - Linear Algebra (3 credits)                   | A                |

### **Seoul Foreign School**

*International Baccalaureate*

Final IB Score 42/45

Seoul, Republic of Korea  
May 2020

- High Honour Roll
- Subject Awards in Business Management and Spanish
- Scholar Award
- IB Courses taken (Final Grade):
  - Higher Level: Mathematics HL (6/7), Physics HL (7/7), Business Management HL (7/7)
  - Standard Level: English Language and Literature SL (7/7), Spanish B SL (7/7), Chemistry SL (6/7)
- Extracurriculars: Model UN, Student ambassador, Compassion club, Workout club.

## **PROJECT WORK**

### **Sudoku Solver**

- Developed Java program capable of solving any Sudoku in milliseconds
- Implemented recursive backtracking algorithms
- Scalable to 4x4 and 5x5 sudoku grids

### **2-player Chess**

- Developing a fully playable chess game from the ground up without use of external libraries or guides in Python.
- Working on implementation of full UI and development of rudimentary chess engine algorithm.

### **Random Number Generation Website**

- Development of random number generation website from scratch using HTML, CSS and javascript
- Development of full UI and implementation of features such as dice roller or custom number generation

## **OTHER SKILLS**

**Languages:** English and French fluency, Spanish and Germany proficiency

**Chess:** Competitive Chess player on national level, 11th peak placing in French youth championships, peak ELO rating 1924