

## **OBJECTIVE**

Second year undergraduate computer science student at McGill university looking for work experience and internship opportunities in computer science and software engineering-related positions.

## **CORE SKILLS**

Python (3 years of experience), HTML/CSS/JavaScript (5 years of experience), Java (1 year of experience), bash (6 months of experience), C (programming language) (6 months of experience), PHP (6 months of experience)

## **EDUCATION**

### **McGill University**

*Bachelor of Science, Computer Science major, Finance minor*

cGPA: 4.00/4.00

Montreal, Canada  
August 2020 – present

- Judie Rimer academic merit Scholarship recipient
- Key courses taken: COMP250 - Introduction to Computer science, COMP206 - Introduction to Software Systems, MATH240 - Discrete Structures, MATH222 - Calculus 3, MATH223 - Linear Algebra, COMP 251 - Algorithms and Data Structures, COMP 273 Introduction to Computer Systems

### **Seoul Foreign School**

*International Baccalaureate*

IB Score 42/45

Seoul, Republic of Korea  
August 2017 - May 2020

## **WORK EXPERIENCE**

### **Teqoya**

*Software development*

June, 2021 – August, 2021

Worked on development of *web application* used for visualization of air purity data from sensors.

- Collaborated on development of web app in PHP, JavaScript, HTML, CSS.
- Implemented data comparison and downsampling capabilities in JavaScript.
- Contributed UI streamlining improvements (e.g. uncluttering axes and smoothing data curves through smart data decimation).

### **Seoul Foreign School**

*Digital Learning Coach - Educational Technology office*

Summer 2018

Worked with Digital Learning Coaches (DLCs) to enhance learning in elementary school classrooms through the implementation of technological tools and methods.

- helped setup Virtual Reality and robotics learning experiences, provided arduino and basic programming tutoring

## **PROJECT WORK**

### **Personal Website**

*gcsmeric.github.io*

- Developed website to showcase personal computer science projects from the ground up in HTML, CSS and JavaScript.
- Reimplemented previously created projects into website with UI interface allowing users to test projects themselves.
- Projects that were converted to javascript and implemented with full UIs in website include:
  - **Sudoku Solver**
    - \* Developed Java program optimized to solve any Sudoku inputted by user
    - \* Implemented recursive backtracking solving algorithms
  - **2-player Chess with AI opponent**
    - \* Developed a fully playable chess game from the ground up without use of external libraries or guides in Python
    - \* Implemented algorithms to efficiently detect checks, checkmates, stalemates and forced draws
    - \* Validates user inputs to determine if inputted moves are legal and yield legal position
    - \* Built and implemented rudimentary JavaScript chess AI to play vs. user using backtracking algorithm to find moves

### **Weekly Schedule Organizer Webapp**

- Developed python program capable of retrieving, processing and graphically displaying historical carbon emissions data
- Designed data cleaning methods to ensure compatibility with missing data entries and various data formats

## **OTHER SKILLS**

**Languages:** English and French native fluency, Spanish and Germany high-level proficiency

**Chess:** Competitive Chess player, peak positions in French youth championships of 11th and 14th, achieved ELO rating of 1924. played team championships at a national level in France, Germany and South Korea. Was a top 100 rated player in South Korea. created and led a school chess club, where I organized tournaments, hosted lessons and provided individual chess tutoring to students.