Gieonne Sabijon

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Education

Ontario Tech University   Oshuwa, ON
Bachelor of Science in Computer Science   2021 - Ongoing

Relevant Coursework

- Data Structures
- Software Systems Development and Integration
- Scientific Data Analysis
- Software Design and Analysis

Experience

Personal Website   October 2023
Online Portfolio
HTML, CSS, JavaScript, GithubPages
Deployed a personal portfolio website on github pages to showcase my experience and knowledge

Sudoku Solver   June 6, 2023 - June 9, 2023
Individual Project
Python, Back-Tracking Algorithm, PyQT5
Implemented a Back-tracking algorithm in Python to complete any possible 9x9 Sudoku puzzle complete with an interactive GUI

A* Visualizer   May 11, 2023 - May 17, 2023
Individual Project
Python, A* Algorithm, HTML, CSS, Javascript, Flask
Created and Deployed a live website using both front and back end technologies including Python Flask to interactively execute an A* path-finding algorithm

PyGame Snake Clone   May 20, 2022
Individual Project
Python, PyGame
Recreated the retro game "Snake" in PyGame to experiment with tile based game design

PyGame Flappy Bird Clone   October 17, 2021 - October 20, 2021
Individual Project
Python, PyGame
Developed a clone of the mobile game "Flappy Bird" using the PyGame library which let me explore collision detection and 2D gravity physics

Burgham Sales   July 2021 - August 2021
Warehouse Order Picker
Pickering, ON
Locate and prepare items from inventory for delivery and operated warehouse equipment

Skills and Achievements

Languages/Softwares/Frameworks/Libraries
Python, Java, C, C#, C++, HTML, CSS, JavaScript, SQL, Git, LaTeX, PostgreSQL, Microsoft Office, Photoshop, Premiere Pro, Illustrator, Bash, UNIX, Flexbox, React, PyGame, Flask,