Giovanna Gerada

+1 905-599-4220 | giovannagerada@gmail.com ⧉ | linkedin.com/in/giovanna-gerada ⧉ | github.com/giovannager ⧉

EDUCATION

Bachelor of Applied Science in Computer Science (Co-op)   Sep. 2021 - April 2025
McMaster University   *Hamilton, ON*
- **GPA:** 3.84
- **Relevant Course Work:** Data Structures & Algorithms, Software Development, Databases, Web Programming

High School Diploma   Sep. 2017 - June 2021
Holy Trinity Catholic Secondary School   *Oakville, ON*
- **Grade 12 Average:** 99%
- **Notable Awards:** Governor General's Academic Medal ⧉, Titan's Top Scholar (Grades 9-12)

PROJECTS

Personal Portfolio Website ⧉ | *HTML, CSS, VS Code, GitHub*   January 2023
- Constructed a personal portfolio website through the effective application of self-taught HTML and CSS skills
- Employed responsive web design practices, ensuring content is easily readable and accessible on all screen sizes
- Crafted an intuitive and visually appealing website design that adheres to the various UX/UI design principles

RemindChuu ⧉ | *Python, Discord.py, VS Code, Discord Development Portal, Discord*   June 2022
- Developed an interactive Discord bot that pings users with a reminder at any previously set date and time
- Wrote self-taught, clean, and extendable code to create various user friendly commands, providing the user with options to set, view, remove, and clear reminders as well as view the list of possible commands
- Hosted the bot through a server so that the bot has constant uptime and always sends accurate reminders

Blanc ⧉ | *GDScript, Godot, GitHub, Discord, Clip Studio Paint*   December 2021
- Created a 2D nonogram puzzle and story video game for KuriusHacks 2021 Christmas Edition Game Jam that won the First Place Jury Prize
- Collaborated with three other developers in an effective and timely manner over 5 days using GitHub and Discord
- Used Godot's built-in GDScript to create a functional main menu and visually appealing cut scenes

Endless Runner Game ⧉ | *Python, PyGame, PyCharm, Clip Studio Paint, FL Studio*   January 2020
- Solely developed a 2D endless runner game with additional features of object collecting and projectile shooting
- Employed Objected-Oriented practices to write clean and organized code with proper commenting
- Created all of the background art, sprite art, music, and sound effects to further polish the game

EXPERIENCE

Sales Associate & Cashier   June 2022 – September 2022
McCarthy Uniforms   *Oakville, ON*
- Enthusiastically communicated with customers and provided them with prompt service and professional advice
- Effectively collaborated with coworkers to complete a multitude of tasks in a detailed yet timely manner

Freelance Artist   July 2017 – Present
Self Employment   *Oakville, ON*
- Created logos, business cards, and other commissioned artwork for clients paying great attention to detail
- Frequently shared process work and communicated with clients to ensure that product requirements were satisfied, using their feedback to make adjustments as necessary

COMMUNITY & LEADERSHIP

Lead Set Designer   April 2018 – May 2019
Theatre Trinity   *Oakville, ON*
- Collaborated effectively with the main director and other set designers to design sets for multiple theatrical plays
- Managed a team of volunteers by delegating tasks, carefully monitoring their efforts, and tracking overall progress

SKILLS

Programming Languages: Python, Java, C, HTML, CSS, SQL, Haskell, GDScript, ARM Assembly
Tools and Libraries: VS Code, Eclipse, LaTeX, GitHub, Markdown, Discord.py, PyGame, Jupyter Notebook
Core Skills: Leadership, Teamwork, Flexibility, Creativity, Attention to Detail, Time Management