

Objective

Aspiring software developer with a strong problem-solving mindset, seeking an internship to leverage expertise in software development in a professional environment. Self-learner with strong analytical skills and a solid understanding of computer science fundamentals. Enthusiastic individual excited to contribute to innovative projects, collaborate with talented teams, adapt to new cutting-edge technologies, and gain hands-on experience in software development.

Skills

Programming Languages: Java, Python, JavaFX, HTML, CSS, JavaScript, React, XML, C, C++, PostgreSQL, RDBMS

Other Developer Tools: GitHub, Visual Studio IDE, Eclipse IDE, Android Studio, PyCharm IDE, Arduino, VMWare

Operating Systems: Kali Linux (VM), Ubuntu Linux, Windows 11/10/8/7, Android

Collaboration Tools: Slack, Asana, Microsoft Teams, Miro, Zoom, Microsoft 365, Google Drive

Experience

Software Developer – *WebMobi Technologies Inc.*

May 2023 – Present

- Designed the front-end of a dynamic web application using HTML, CSS, and JavaScript to align with customer needs and the design team's specifications.
- Executed security and performance tests in collaboration with a software quality assurance team to identify and resolve bugs and improve overall performance by 10%.

Programming Instructor – *Ultimate Coders*

June 2021 – Present

- Instructed Python, Web Development, and Scratch to students in grades 1 to 10 with 800+ hours spent.
- Led 30+ students to complete syllabi, providing personal attention to solidify understanding of core concepts.

Digital Marketing Intern – *BrandEQ Group*

July 2019 – Aug 2019

- Managed a team of 3 and used HTML, CSS, and JavaScript, to develop a responsive web application form.
- Researched and designed 15+ social media content for clients using Canva, Pixlr, and Buffer.

Projects

Three Musketeers | *Java, JavaFX, UML, Git, Eclipse*

Sept 2021 – Dec 2021

- Spearheaded in an agile team and followed full software development life cycle (SDLC) to meet project goals and ensure code quality.
- Developed a customizable game using Java and JavaFX, with a focus on enhancing UI/UX.
- Implemented 6 design patterns using UML diagrams and followed SOLID and object-oriented design principles ensuring a modular and maintainable codebase.
- Conducted and documented software testing regularly and fixed bugs to exceed all predefined goals.

Image Processing Software | *Python, PyCharm*

Mar 2021 – Apr 2021

- Developed an image compression tool using Python and a quadtree data structure, preserving image quality while reducing file size.
- Demonstrated deep understanding of data structures and algorithms.

MyShell | *C, VS-Code, Git*

Jan 2022 – Apr 2022

- Programmed a personalized shell utilizing a command-line interface (CLI) to emulate the Linux shell.

Skills Ontario – Robotics | *Tetrix Prizm Controller, Arduino IDE, C++*

Mar 2019 – May 2019

- Engineered a teleoperation robot using mechanical, electronic, and programming components to easily maneuver, and collect, aim, and shoot 20+ golf-sized balls into a given target.

Education

University of Toronto

Sept 2020 – May 2025 (expected)

Honours Bachelor of Science (H.B.Sc.) – Computer Science Specialist, Mathematics Minor

- Relevant Courses:** Software Design, Databases, Data Structures and Analysis, Introduction to Information Security, Algorithms Design and Analysis, Software Tools and Systems Programming, Computer Networks