jamesandreou

Software Engineer

contact
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languages
Java, JavaScript, C++,
HTML5, C, Python

technology
NodeJS, React, Android,
Unix, Boost, Git, JQuery

education

University of Waterloo   (Sept 2013 - May 2017) Waterloo, Ontario
Candidate for **Bachelor of Computer Science** (**BCS**),
Software Engineering Option, Combinatorics and Optimization Minor
View courses taken at: www.jandreou.com

projects

Graph Toolbox (graphtoolbox.com)
- Created a web app with ReactJS to create, manipulate and run algorithms on graphs
- Ability to test if a graph is planar and compute a graphical planar embedding, or find a K5/K3,3 minor proving the graph is not planar
- Some features include: directed / weighted edges, preset graphs, dynamic UI

Beugo the Blob
- Developed an android arcade game implementing soft body physics algorithms to emulate blob bodies
- Additional features include different difficulties, interactive tutorial, level system and much more

WLP4 Language Compiler `</>`
- Created a compiler for a subset of the C++ language called WLP4
- Implemented tokenizer, lexer, code generator for main features of C++

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experience

York Downs Landscaping (2014)
- Opened/closed shop, set up deliveries, assisted clients, organized inventory.

Computer Science and Math Tutor (2012-2013)
- Tutored high school students struggling in all levels of math
- TA for grade 11 computer science class as a grade 12 special course

awards

Highest Computer Science Mark
- Awarded for achieving the highest computer science mark in my grade 12 year

extracurriculars

Rugby
- Senior boys rugby champions with an undefeated season

Computer Science Club
- Member of Computer Science Club at University of Waterloo

Actuarial Science Club
- Executive (**Web Engineer**) of Actuarial Science Club at University of Waterloo