

JASPER MAI

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EDUCATION

University of Toronto - BSc (Hons); Computer Science · Sept. 2019 to Current

Java object-oriented programming, design patterns, version control, and build management in a team setting; Python object-oriented programming, data structures, and algorithm analysis; previous experiences in C++; 3.97 GPA

EXPERIENCES

Multimedia Design Intern

Help My Neighbour Society Non-Profit Organization

July 2020 to Oct. 2020
Surrey, BC (Remote)

- Designed promotional posters for the Non-Profit's fundraisers and programs to display on social media pages and community boards
- Maintained and redesigned the Non-Profit's social media and event pages
- Created functioning Adobe forms using Adobe Acrobat DC with enhanced usability of fillable forms and online signatures

Chief of Staff

Canadian High School Model United Nations

June 2018 to Apr. 2019
Sheraton Vancouver Wall Centre, BC

- Worked extensively alongside 9 team members to organize a 3-day long Model United Nations conference with over 900 attendees from around the world
- Hired and trained a team of 50 staff members over the course of a year in leadership, public speaking, and management
- Tended to various tech problems prior to and during the conference

Work Experience Apprentice

Telus Telecommunications Central Office

June 2017 to Apr. 2018
Surrey, BC

- Shadowed Telus technicians, engineers, and digital home teams for the course of a work term
- Assisted with tasks in the central office including patching cords and fibres
- Gained valuable hands-on experiences in the workplace of Telus Central Office

PROJECTS

HASH-TAGGED: STARTERHACKS CODING PROJECT

Jan. 2020 to Jan. 2020

A social media analysis project designed to analyze keywords from Twitter posts and identify social trends of users' reactions to controversial topics. The program was coded with Python and exported to easily-digestible graphs through R for real data analysts to use. [hyperlinked to title]

BLOCKY: PYTHON GAME PROJECT

Jan. 2020 to Apr. 2020

A fully operational virtual board game designed with Python and pygame that allows for multiplayer gameplay, play against a random bot, and play against a smart bot. The game is programmed to capture scoring, block changes, and possible moves for each player's turn.

CONFERENCE MANAGEMENT SYSTEM: JAVA MANAGEMENT & UI PROJECT

Sept. 2020 to Current

A virtual event management system designed to organize a major-scale event (ie. Tech Conference, VidCon, etc.) coded with Java. Allows for organizers, speakers, and attendees to register and schedule events in various rooms, send messages, and save information.

POSTERS & INFOGRAPHICS

Sept. 2019 to Current

A collection of promotional material designed for fundraiser events, university social events, and more. [hyperlinked to title]

PERSONAL PORTFOLIO WEBSITE (IN PROGRESS)

June 2020 to Current

A personal website created through self-learning HTML & CSS that displays current hobbies and past experiences. The website allows for a more personal understanding of who I am. [hyperlinked to title]

YOUTUBE CHANNEL (VIDEO EDITING W/ ADOBE PREMIERE PRO)

May 2020 to Current

A collection of video passion projects that I have filmed and edited with Adobe Premiere Pro. Videos range from cinematic b-rolls to lifestyle vlogs. [hyperlinked to title]

SKILLS

Java (2nd Year), Python (1st year), C++ (1st Year), Adobe Premiere Pro, HTML/CSS, Public Speaking, Proficiency in Spreadsheets, Posters & Infographics Design

VOLUNTEERING

Engineers Without Borders: University of Toronto Chapter

Food Rescue Team Co-Leader

Sept. 2019 to Current
Toronto, ON

- Coordinating with university food services organizations to establish a food rescue program at the University of Toronto
- Conducting research on food waste and aiming to minimize waste in dining halls, school cafes, and events

Kindler's Society

Regional Head Coordinator

July 2017 to June 2018
Surrey, BC

- Managed all school branches of the non-profit organization in the city of Surrey, BC
- Oversaw bi-weekly community fundraisers and regulated productivity of the region
- Collected, sorted and recorded book donations which were shipped to recipient schools