

## CONTACT

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Kirkland, QC

## TECHNICAL SKILLS

### Programming Languages:

C#, C, C++, Python, Java, Kotlin, PHP, Haskell

### Web Development:

JavaScript, HTML, CSS, SCSS, TypeScript, Twig, React, Node.js

### Database & Tools:

SQL, .NET, Excel

## SOFT SKILLS

- Communication and teamwork
- Problem-solving and critical thinking
- Adaptability and time management
- Leadership and collaboration

## LANGUAGES

**English:** Native

**French:** Native

**Spanish:** Intermediate

# Jeff Anderson Charriot

## COMPUTER SCIENCE STUDENT

I am a dedicated and ambitious computer science student at the University of Montreal, passionate about programming, problem-solving, and software development. With a strong foundation in computer science principles, I aim to contribute effectively to a dynamic team and collaborate on innovative projects. I am eager to apply my technical skills, expand my knowledge, and make a meaningful impact in the tech industry.

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## EDUCATION

### UNIVERSITY OF MONTREAL

*Bachelor's in computer science (2024–2028)*

Pursuing a specialized degree in computer science with a focus on programming, theoretical foundations, applied mathematics, and optimization techniques. The program integrates practical and theoretical knowledge, preparing me to design and develop software solutions for complex challenges.

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### JOHN ABBOTT COLLEGE

*Computer Science DEC (2021–2024)*

Completed a comprehensive program emphasizing programming, application development, database design, security, networking, cloud computing, game development, connected device programming, and technical support. Developed strong problem-solving and communication skills, preparing me for collaborative and technical roles in the industry.

### SAINT-GEORGES HIGH SCHOOL

2016 - 2021

## EXPERIENCE

### **Aer Rianta International**

*Sales Associate (Contract)*

Dorval, QC | Jun 2024 – Nov 2024

Provided efficient cashier services to international airport customers.

Assisted with alcohol and food serving, ensuring compliance with regulations.

Delivered excellent customer service in a fast-paced environment.

### **Valnet Inc.**

*Full Stack Developer (Internship)*

Saint-Laurent, QC

Jan 2024 – May 2024

Developed a mobile-friendly version of the company's websites, enhancing user interaction and accessibility.

Collaborated with the team to optimize website performance and implement responsive design.

### **Dubord & Rainville Inc.**

*Warehouse Operations Associate*

Saint-Laurent, QC

Dec 2021 – Jan 2023

Managed client orders, ensuring timely stocking and delivery of inventory.

Maintained accurate inventory records and optimized stock organization.

### **GLS CANADA**

*Warehouse Associate*

*(Summer Contract)*

Dorval, QC | Jun 2021 – Aug 2021

Managed and sorted packages to ensure correct shipping assignments.

## REFERENCES

AVAILABLE UPON REQUEST

## PROJECTS ([PORTFOLIO](#))

### **BYTEBOARD** (2023)

Developed a transactional web application designed as a user-friendly discussion board and freelance platform for computer scientists.

- Implemented features for creating, commenting, liking, and disliking posts.
  - Collaborated with peers to ensure optimal application functionality and performance.
  - Built using JavaScript (back-end) and HTML (front-end), following the MVC architecture with MongoDB as the database.
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### **BUDGET APPLICATION** (2023)

Created a financial management tool to help users track and organize expenses.

- Enabled users to modify, create, sort, and delete expenses, and categorize them for better tracking.
  - Worked in a team using JIRA for sprint planning and GitHub for version control.
  - Developed in C# with SQL for database management, following the MVP architecture.
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### **TRAIN STATIONS WEBSITE** (2022)

Designed a web application to display and manage train schedules in Montreal.

- Allowed users to select train stations and desired travel times, displaying the best options and travel durations.
  - Developed in JavaScript (fetch API, promises) and HTML (web development).
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### **VENDING MACHINE APPLICATION** (2022)

Created a vending machine simulation with comprehensive user functionality.

- Included features for selecting products, setting quantities, and multiple payment methods (credit/debit, cash).
- Implemented transaction history tracking to ensure accountability.
- Collaborated with a team using GitHub and followed the MVC architecture, coding the application in C#.