Jean-François To

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Education

McGill University • Montreal   August 2019 – Now
Bachelor of Science • *Math and Computer Science* • GPA: 3.88/4.0

Projects

For more details about the projects, visit my personal website

Website for Touch Typing (mytype)

- Built a website that lets users type texts and compete for the best score
- Used:
  - MySQL for storing texts and top scores
  - NodeJS and ExpressJS to build the API
  - VueJS for the frontend
  - Docker to containerize the app
  - Heroku to deploy the app

Photography Archive (jf-photo)

- Built a personal photography portfolio
- Used:
  - Flask for dynamically generating links and album covers
  - AWS S3 for scalable and cost-efficient storage

Multiplayer Game (orchid)

- Built a video game with Rust using an open-source game engine (ggez)
- Designed and built a UDP peer-to-peer network from scratch
- Used WebAssembly to deploy the game on a live website

Module for Open-Source Status Bar (schedule module)

- Wrote a script in Rust that parses .ics files and shows the current and next course of the day
- Can be integrated as a module for an open-source status bar (Polybar)

Technical Skills

- Programming languages: Java, Python, JavaScript, Rust, C, Bash
- Other related experience: Git, Linux, SQL, Travis CI, HTML, CSS

Work Experience

Tutor – Collège Jean-de-Brebeuf   August 2017 – May 2019

- Tutored students in various freshman-level courses such as math, physics and chemistry
- Helped students one-on-one to further their understanding of the subject

Research Assistant – Collège Jean-de-Brebeuf   Summer 2019

- Worked in a laboratory researching inorganic chemistry
- Worked on writing new labs so they could be taught to future students