

Juan Pablo Acosta

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EDUCATION

University of Toronto

Bachelor of Science in Computer Science

Toronto, ON

Sep. 2021 – May 2026

Current Course Work: Foundations of Computer Science in Python, Linear Algebra II, Calculus with Proofs, An Introduction to Statistical Reasoning and Data Science

TECHNICAL SKILLS

Programming Languages & Technologies: Python, C++, HTML/CSS, JavaScript

Developer Tools: VS Code, GitHub, PyCharm

Languages: English, Spanish

EXPERIENCE

Courtesy Clerk

Sunterra Market

June 2019 – July 2021

Calgary, AB

- Assisted customers in carrying their groceries
- Cooperated with managers, cashiers, and other courtesy workers
- Provided exemplary customer assistance regarding price checks and finding items
- Trained various courtesy clerks one-on-one
- Maintained the overall cleanliness of the store through sweeping, vacuuming, etc.

PROJECTS

Spacestagram Web App 📱 | *HTML, CSS, JavaScript, jQuery, VSCode*

March 2021 – April 2021

- Having become more proficient at JavaScript and becoming interested in front end web development, I decided to complete the Shopify Technical Challenge
- The Shopify Technical Challenge tasked me with the job of creating a web application that used a NASA API to access various images to then display on the web application, with the ability for users to scroll down and see the pictures with descriptions, titles, and dates, as well as to be able to like them.
- I planned what features would need to be included and how to implement them, and having had no previous experience with API's, sought out to learn how to use JQuery to access NASA's Picture of the Day API. I then implemented the various features, including liking and unliking a picture, generating more pictures as the user hits the bottom, displaying the dates, descriptions, etc.
- In the end, despite the new challenge of JQuery, I created a functional web application meeting the requirements given.

Pig Game Web App 📱 | *HTML, CSS, JavaScript, VS Code*

December 2021 - January 2022

- After individually learning JavaScript basics through an online course, I sought to test my skills on the given project to create a game.
- Planned what aspects of the game would be necessary to implement, as well as additional features to later be implemented after having a functional game.
- I created the game given the guidelines from the course, as well as implementing some additional features, including a rules overlay, a dark/light mode switch, and making the web app responsive to different screen sizes.
- Albeit relatively simple, I implemented previous knowledge of CSS and HTML with my newfound knowledge of JavaScript basics to create a functional web application.

Personal Website 📱 | *HTML, CSS*

December 2021

- Deepened my knowledge of HTML and CSS after an interest in front-end web development thanks to CalHacks 8.0. Sought to implement my current knowledge in a project.
- I drafted what the final version should look like, including sections (home, about, projects, etc.), as well as background images, text, and the navigation bar
- I programmed and implemented my plan with added, more advanced concepts like CSS animations, CSS grid, and CSS flexbox, to create the website.
- While still missing interactivity with JavaScript, I created a significantly improved website compared to my first attempt at CalHacks.

AWARDS

Grade 12 Academic Excellence Award

June 2021

- An award given to the student with the highest overall average in their grade.

Canadian Open Mathematics Challenge Performance with Honours

October 2020

- A certificate given to students whose score falls in the 2nd quartile.