Juan Pablo Acosta

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EDUCATION

University of Toronto   Toronto, ON
Bachelor of Science in Computer Science   *Sep. 2021 – May 2025*
Current Course Work: Foundations of Computer Science in Python, Calculus with Proofs, An Introduction to Statistical Reasoning and Data Science

Current GPA: 4.0

TECHNICAL SKILLS

Programming Languages & Technologies: Python, C++, HTML/CSS, JavaScript
Developer Tools: VS Code, GitHub, PyCharm, Android Studio
Languages: English, Spanish

EXPERIENCE

Courtesy Clerk   June 2019 – July 2021
Sunterra Market   *Calgary, AB*
- 5-8 hour shifts once or twice a week all year round.
- 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

Plain Politics ⌗ | *Python, Google Cloud Platform, PyCharm, VSCode*   February 2022
- Created a website in a team of 4 that would let a user search for United States bills as they were proposed and see the title, a link to the full text, and summaries, as the entire document is often much too complicated for the average person to fully comprehend.
- Used GovInfo's API to access the needed information of the bills, Google Cloud Platform to host a SQL database with information regarding the bills for the frontend to access, and created the table's with Python and SQL.

Spacestagram Web App ⌗ | *HTML, CSS, JavaScript, jQuery, VSCode*   March 2021 – April 2021
- Created a web application using 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.
- Planned what features would need to be included and how to implement them, including liking and unliking a picture, generating more pictures as the user hits the bottom, displaying the dates, descriptions, etc.

Conway's Game of Life Simulation ⌗ | *C++, Qt Creator*   March 2021 – April 2021
- Created a simulation of Conway's Game of Life
- Laid out a plan for the implementation of this simulation, including functions that'd need to be made to check if the simulation rules were met, what user inputs would be necessary and required data sanitation, a function to print out the grid of the appropriate size, and more.

AWARDS

Alexander Rutherford Scholarship   January 2022
- An award given to Alberta students in recognition of academic excellence, with $2500 awarded for an average of 80% or higher in each grade from grades 10 to 12.

Grade 12 Academic Excellence Award   June 2021
- An award given to the student with the highest overall average in their grade.

University of Toronto Scholar   March 2021
- An award of $7500 offered to newly admitted, outstanding students of the University of Toronto.