

# 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

**Developer Tools:** VS Code, GitHub

**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

### 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.

### CalHacks 8.0: Mood.io | HTML, CSS, VS Code

October 2021

- Participated in CalHacks 8.0 and worked as a team of four.
- Brainstormed and decided to create a website for a user to have on while working to keep track of their stress, and to advise them to take a break.
- With no prior experience in front-end web development, I learnt the basics of HTML and CSS, as well as GitHub, to create the website while the mood recognizing program and back-end work was done by my other teammates.
- Albeit simple, I produced a website for the project with the new languages I'd learned.

### Conway's Game of Life Simulation | C++, Qt Creator

March 2021 – April 2021

- In programming class I worked individually on the tasked project to create a simulation of Conway's Game of Life
- I 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.
- I programmed and implemented my plan, as well as adding comments for the user to better understand what is happening in the code.

## 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.