

JOVIC PANAHON

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TECHNICAL SKILLS

Languages: C++, C, Python, JavaScript, TypeScript, HTML, CSS, and SQL.

Tools: Git, GitHub, Unity Game Engine, Google Cloud Platform, and CMake.

Frameworks: Vulkan, Svelte, SvelteKit, TailwindCSS, and discord.js.

EDUCATION

Bachelor of Computer Science (January 2022 - April 2025)

University of Windsor

Relevant Coursework: Data Structures and Algorithms, Agile Methods, Software Development Process.

EXPERIENCE

University of Windsor Computer Science Society (June 2024 - Present)

Developer

- Helped increase AI recognition of politically controversial statements by **100%**.
- Created system to allow students currently taking a course to opt into course notifications on the society's Discord server.

PROJECTS

Adrenaline Engine (June 2020 - Present)

An open-source graphics engine written in **C++17** utilizing **Vulkan** graphics API for efficient rendering of complex 3D scenes in **under a second**. Managed cross-platform compatibility through **CMake**. Highlights include:

- Applied **object-oriented programming**, **dynamic memory allocation**, and **RAII** principles for better code maintainability, readability, and abstraction, resulting in more efficient and scalable software.
- Is a 3D model renderer with multiple-model support, and fast model loading using **glTF 3D model format**.

What's Up With This Water? (October 2023)

A web app developed for the 2023 NASA Space Apps Challenge Hackathon using **Django** and **StreamLit**. Visualized extensive water quality data from the year 2000 onwards and endangered marine life in Ontario, Canada. Responsibilities included:

- **SQLite** Database implementation and project deployment on **Google Cloud Platform**.
- Collaboration with a team of five developers, utilizing **GitHub** for version control.

2D RPG and Tower Defense Game (September - December 2023)

An open-source video game created using Unity Game Engine writing **C#** scripts.

- Implemented player movement, tower mechanics, and enemy mechanics.
- Collaborated effectively with a team of five developers, utilizing **GitHub** for version control.

LEADERSHIP EXPERIENCE

President/Vice-President, University of Windsor Board Games Club (June 2022 - April 2023)

- Led efforts to increase club membership by **over 300%** through strategic initiatives such as involvement fairs, open houses, and online advertising.
- Personally organized and hosted board game events to boost club engagement by **20%**.

CERTIFICATIONS

NextGen CTO (March 2023)

Awarded by the University of Windsor Entrepreneurship Practice and Innovation Centre for completing their program about intellectual property and copyright laws beneficial for navigating the business side of technology.