

# Jethrel Pormento

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## Skills

French, C/C++, Python, Java, MATLAB, Full Stack Development, DOORS, SolidWorks, HTML/CSS, JavaScript, SQL, Git, SVN, DevOps, Jira, Redmine, Jenkins, Flask, Teachable Machine, TensorFlow, Agile/Scrum, Leadership, GIS/QGIS, SketchUp

## Experience

<b>Computer Engineering Co-op Student, ArtsNL – St. John's NL</b>	<b>April 2024 – Aug 2024</b>
<ul style="list-style-type: none"><li>Created a prototype for a new company website with HTML/CSS</li><li>Performed data collection and manipulation using Python and Microsoft Excel</li><li>French to English translation of documents</li><li>Mentor and scrum team lead for engineering co-op juniors</li></ul>	
<b>Computer Engineering Co-op Student, Rural Outreach – St. John's NL</b>	<b>Sep 2023 – Dec 2023</b>
<ul style="list-style-type: none"><li>Created maps of rural towns in Newfoundland using QGIS</li><li>Created plans for trails and accessibility features for people with disabilities in Figma</li><li>Worked on improving company website with HTML/CSS</li><li>Designed program brochure on SketchUp</li></ul>	
<b>CSC Cybersecurity Co-op Student, Lockheed Martin Canada – Dartmouth, NS</b>	<b>Jan 2023 – April 2023</b>
<ul style="list-style-type: none"><li>Requirements management using DOORS and DXL scripts</li><li>Performed Java code reviews in Eclipse IDE</li><li>Used SVN for version control</li><li>Jira for scheduling tasks and completing story points</li><li>Participant and occasional team lead for scrum</li></ul>	
<b>CSC Software Co-op Student, Lockheed Martin Canada – Dartmouth, NS</b>	<b>Sep 2021 – Dec 2021</b>
<ul style="list-style-type: none"><li>Performed requirements management using DOORS and DXL scripts</li><li>Java code reviews in Eclipse IDE</li><li>Participant and occasional team lead for scrum</li><li>Co-authored Software Management Plan, detailing best practices</li><li>Reviewed software documents and updated with lead engineers to keep up to standard</li></ul>	
<b>Senior Air Cadet, 514 Kinsmen Squadron – St. John's NL</b>	<b>Sep 2016 - Dec 2018</b>
<ul style="list-style-type: none"><li>Learned leadership and teaching techniques</li><li>Taught and supervised junior cadets</li><li>Organized classes and activities such as sports and recreation</li></ul>	

## Projects

<b>Theia ASL, Capstone Project - American Sign Language Learning Platform</b>	<a href="https://github.com/nrhale/Theia-ASL">github.com/nrhale/Theia-ASL</a>
<ul style="list-style-type: none"><li>Flask web application designed to teach ASL through computer vision (webcams)</li><li>Built machine learning models with Teachable Machine, Python and TensorFlow</li><li>Improved model accuracy by using image processing techniques for sign identification</li><li>Created front-end interface for users</li><li>Performed user tests to gauge the learning experience and improve it</li></ul>	

## Education

<b>Memorial University of Newfoundland - BEng, Computer Engineering</b>	<b>Sep 2018 – Oct 2024</b>
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