

Jethrel Pormento

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Skills

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

Experience

Computer Engineering Co-op Student, ArtsNL – St. John's NL	April 2024 – Aug 2024
<ul style="list-style-type: none">Created a prototype for a new company website with HTML/CSSPerformed data collection and manipulation using Python and Microsoft ExcelFrench to English translation of documentsMentor and scrum team lead for engineering co-op juniors	
Computer Engineering Co-op Student, Rural Outreach – St. John's NL	Sep 2023 – Dec 2023
<ul style="list-style-type: none">Created maps of rural towns in Newfoundland using QGISCreated plans for trails and accessibility features for people with disabilities in FigmaWorked on improving company website with HTML/CSSDesigned program brochure on SketchUp	
CSC Cybersecurity Co-op Student, Lockheed Martin Canada – Dartmouth, NS	Jan 2023 – April 2023
<ul style="list-style-type: none">Requirements management using DOORS and DXL scriptsPerformed Java code reviews in Eclipse IDEUsed SVN for version controlJira for scheduling tasks and completing story pointsParticipant and occasional team lead for scrum	
CSC Software Co-op Student, Lockheed Martin Canada – Dartmouth, NS	Sep 2021 – Dec 2021
<ul style="list-style-type: none">Performed requirements management using DOORS and DXL scriptsJava code reviews in Eclipse IDEParticipant and occasional team lead for scrumCo-authored Software Management Plan, detailing best practicesReviewed software documents and updated with lead engineers to keep up to standard	
Senior Air Cadet, 514 Kinsmen Squadron – St. John's NL	Sep 2016 - Dec 2018
<ul style="list-style-type: none">Learned leadership and teaching techniquesTaught and supervised junior cadetsOrganized classes and activities such as sports and recreation	

Projects

Theia ASL, Capstone Project - American Sign Language Learning Platform	jrpormento.com/Theia-ASL
<ul style="list-style-type: none">Flask web application designed to teach ASL through computer vision (webcams)Built machine learning models with Teachable Machine, Python and TensorFlowImproved model accuracy by using image processing techniques for sign identificationCreated front-end interface for usersPerformed user tests to gauge the learning experience and improve it	

Education

Memorial University of Newfoundland - BEng, Computer Engineering	Sep 2018 – Oct 2024
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