JUDY NAAMANI

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EDUCATION

University of Toronto — St. George Campus Toronto, ON
Bachelor of Science, Computer Science Specialist *2019 – 2023*

TECHNICAL SKILLS

Programming Languages: Python, Java, HTML, CSS, JavaScript.
Software: MS Office Suite, Adobe Photoshop.
Languages: English, Arabic, French.

PROJECTS

Four Quadrant — JavaScript, Node.js, Express.js, MongoDB | https://www.fourquadrant.tech/ *2021*
A full stack web application that facilitates time-management using the Eisenhower matrix. Users can add sticky notes on a board and organize their tasks efficiently.

Trader — Java *2020*
A trading platform that allows users to lend/borrow items or start a two-way trade with other users in their city. Final project for CSC207 (Software Design course).

EHC Game — Python *2021*
Discord bot that lets users engage in a game where they race to name different objects starting with a random given letter.

WORK EXPERIENCE

IT Support Assistant Toronto, ON
University of Toronto, Department of Ecology & Evolutionary Biology *Sep. 2020 – Present*
Contributed to improvements to websites and content management systems, researched and documented fixes for problems, and collaborated on a number of IT projects.

Transition Mentor Toronto, ON
Victoria College, University of Toronto *Aug. 2021 - Present*
Helped lead first-year students through orientation and facilitate their transition into university throughout the academic year.

VOLUNTEER EXPERIENCE

Marketing Lead — UofT Web Dev Club *Sep. 2021 – Present*
Design visual graphics for posts and enhance the club's social media presence.

Director of Media — UofT Data Science & Statistics Society *Sep. 2020 – Present*
Lead all aspects of multimedia used to convey the public image of DS3, and create engaging graphics for posts.