

Justin Chow

6474514102 | jchow267@uwo.ca | linkedin.com/in/justin-chow-a74a972b5
github.com/justintimejt | justintimejt.github.io

EDUCATION

Western University

Bachelor of Computer Science

- Western Scholarship of Distinction

London, Ontario

September 2024 - Present

TECHNICAL SKILLS

Languages: Javascript, HTML/CSS, Python, Java

Frameworks: ReactJS, Node.js, TailwindCSS, Vite, Express.js

EXPERIENCE

UNITEC Engineering

3D Technical Developer Intern

June 2024 – August 2024

Oakville, Ontario

- Utilized Autodesk Inventor **iLogic** to develop and automate custom design rules and scripts, optimizing project workflows.
- Collaborated with the lead team to create user-friendly interfaces for complex modeling tasks, enhancing team productivity and user experience.
- Designed reusable applications for common designs, such as ladders and piping systems, to streamline repetitive tasks and ensure design consistency.

Western AI (WAI)

Director of Communications

September 2024 — Present

London, Ontario

- Preparing to collaborate with Western AI's communications team to design and deploy a fully responsive website for the 2025 Dataquest Hackathon, enhancing event visibility and accessibility.
- Involves developing and implementing user-centered design principles to create an engaging, intuitive online experience for hackathon participants and sponsors.
- Aiming for optimal website performance and mobile responsiveness, ensuring seamless access across devices for a diverse audience.

PROJECTS

Personal Portfolio Website | Javascript, CSS, HTML, Git

September 2024 – Present

- Designed and developed a fully responsive website using HTML, CSS, and JavaScript, ensuring compatibility across desktop and mobile devices.
- Implemented interactive features, including a contact form, typing text animations, and a streamlined navigation menu, enhancing user engagement.
- Optimized site structure and performance, focusing on accessibility and usability for an enhanced user experience.

NBA Statistics Application | Python, Pygame

June 2022 – Present

- Developed a **Python-based** application enabling users to add, modify, view, and delete NBA player statistics efficiently.
- Utilized the **Pygame** library to create an interactive interface for visualizing player stats, enhancing data accessibility and engagement.
- Designed a user-friendly interface with intuitive navigation, ensuring an accessible and streamlined user experience.