# John Kyle Siat

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#### **EDUCATION**

## Bachelor's Degree in Applied Computer Science

University of Winnipeg - Winnipeg, MB September 2018 - 2024

#### ACS Coursework:

- Senior Project Management
- Data Structure and Algorithms
- Advanced Internet Programming

- Advanced Database
- Software Design and Architecture
- Scientific Computing in Python

#### **EXPERIENCE**

## Quality Control Specialist | ACS Inventory Management System

University of Winnipeg September 2022 - April 2023

Tasked to deploy an inventory management system that the university will make use of to record certain information about the university's software and hardware, these information include specifications of the computer itself such as how much RAM it has, the operating system it uses, and if any software is installed.

### Responsibilities:

- Oversaw project team testing, quality assurance, and keeping up to standards. The tasks include reviewing team members' code in GitHub before giving it permission to merge, and also administering procedures to follow the Software Development Lifecycle standards where we used the Agile Development methodology.
- Implemented authentication with Microsoft and a login function using Active Directories. Added with the front-end styling of the login page for the inventory management system, including back-end code to relay back to the University's database of login information finalized with authorization using Microsoft Azure.
- Coordinated with the Project Lead and Technical Lead to supply the team with appropriate tasks that suit one's skill and capabilities and efficiently reduce time spent within the lifecycle. In addition to the tasks assigned to each team member, my position required keeping records of team member hours worked on the inventory system which is later used for compiling all relevant data and creating a Work Breakdown Structure for the project.

#### **TECHNICAL SKILLS**

Proficiencies: Python, Java, C#, JavaScript, HTML, CSS, SQL, MySQL, Microsoft Office Competencies: PostgreSQL, Unix, API Development, Unity Game Design,

 $Libraries/Frameworks:\ Node.js,\ Express,\ React,\ Django,\ Django\ REST\ Framework\ (DRF)$ 

Developer Tools: Visual Studio Code, GitHub, Eclipse, JupyterLab, Unity Hub