

HIGHLIGHT OF QUALIFICATIONS

- Currently pursuing a bachelor's degree in information technology at York University, with a solid foundation in both software development and database management.
- Strong analytical and problem-solving abilities, demonstrated through collaborative projects.
- Completed coursework in programming languages (Java, Python), database systems, data analytics, network infrastructure design, IT risk management, and project management.

WORK EXPERIENCE

Nike

Sales Associate

- Interacted with over a hundred customers daily, answering inquiries and offering detailed product information about sporting goods and equipment for a positive shopping experience.
- Efficiently managed inventory and ensured visual merchandising standards, contributing to a more organized and appealing store.
- Collaborated with a team of 115 colleagues to streamline daily operations and optimize customer service.

Office Assistant

- Created a comprehensive filing system for assets, ensuring all records were organized and easily accessible, leading to improved operational efficiency.
- Responded to emails and handled calls to address customer inquiries and concerns.
- Edited documents to ensure company materials were free of erroneous data.

EDUCATION

BA Honours in Information Technology

York University • Toronto, Canada • GPA: 3.8 • 09/2022 - 04/2026 (Expected)

COURSE HIGHLIGHTS

- **ITEC3500 IT Risk Management (A+)** - Gained in-depth understanding of the full risk management lifecycle, from risk identification and profiling to mitigation and reporting.
- **ITEC3010 System Analysis and Design I (A+)** - Gained hands-on experience applying the System Development Life Cycle (SDLC) to real-world case studies, from problem definition to solution recommendation.
- **ITEC3220 Using and Designing Database Systems (A)** - Developed and optimized queries using SQL and Relational Algebra while gaining hands-on experience with concurrency control, database security, and data integrity.

PROJECTS (Visit all projects at [GitHub](#))

2D video game development • 09/2023 - 12/2025 [ITEC2610 Object Oriented Programming]

- Developed a 2D game in Java, applying Object-Oriented Programming (OOP) principles such as encapsulation, inheritance, and polymorphism.
- Designed and implemented core gameplay mechanics, including player movement, enemy AI, collision detection, and game physics.
- Created custom pixel art and frame-by-frame animations for characters, environments, and UI elements.

SKILLS

Ability to multitask, Customer Service, Data entry, Java, Multilingual, POS trained, Python, Teamwork, Technical support, Excel. Word, PowerPoint.