John Luc

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EDUCATION

University of Toronto
Honours in Bachelors of Science (H.B.Sc.), Applied Statistics, Computer Science and Mathematics + PEY Co-op
Sept. 2021 – April 2026 (Expected)
Relevant Coursework: Software Design, Software Tools and Systems, Data Structures and Algorithms Analysis, Probability and Statistics, Regression Analysis, Experimental Design, Surveys, Sampling, and Observational Data

WORK EXPERIENCE

Supervisor — May 2023 – Present
Demetres — *Mississauga, ON*
- Communicate effectively with kitchen and service staff to coordinate dessert orders and seating arrangements.
- Assist customers with menu selections, providing recommendations and answering questions about desserts.
- Manage the front-of-house area by overseeing seating arrangements and ensuring a smooth flow of customers.

PROJECTS

Kpop Review Web App | *HTML, CSS, JavaScript, React* — May 2025 – Present
- Designed and developed a responsive K-pop review website enabling users to browse, search, and evaluate popular songs.
- Implemented rating system, song cards, and search bar using HTML and CSS.
- Developed login and registration pages with responsive layouts and UI
- Used JavaScript to build interactive navigation and toggle menus for mobile and desktop users.

Web-based Calculator Application | *JavaScript, HTML, CSS* — June 2024 – September 2024
- Developed a fully functional web-based calculator with a clean, responsive user interface.
- Designed and implemented a robust calculator application using object-oriented programming principles.
- Implemented core arithmetic operations including addition, subtraction, multiplication, and division
- Utilized Git for version control and GitHub Pages for deployment

Bakery Landing Page | *HTML, CSS* — June 2024 – July 2024
- Designed and developed a visually appealing landing page for a fictional bakery business, "Annie's Sweet Treats," using HTML and CSS
- Implemented a responsive layout with a clean, pastel-themed design
- Designed and implemented a customer sign-up form for a bakery website to collect user information

Adventure Game | *Java, JavaFX* — September 2023 – December 2023
- Developed a graphical user interface for an adventure game using JavaFX.
- Implemented accessibility features and media handling using JavaFX tools.
- Drafted user stories, UML diagrams, and timelines with Agile development principles.
- Used Git to collaborate with 3 other developers to push, commit, and merge work into a remote repository.
- Enhanced game classes for dynamic game state management and user interaction.

SKILLS

Languages: Java, Python, C, HTML, CSS, JavaScript, R, TypeScript
Frameworks: JUnit, JavaFX, Java Swing, React, Vite, Tailwind
Developer Tools: Git, PyCharm, IntelliJ, Eclipse, R Studio, Visual Studio Code, SQL
Professional: Teamwork orientated, Problem solver, Strong interpersonal skills, Adaptable