

Education

Computer Science from Kendriya Vidyalaya

Graduated in May 2021

Currently pursuing **Diploma in Computer Programming from Cambrian College**

Graduated in April 2024

Relevant coursework: Data Structures and Algorithms, Computer Organization and Architecture, Object-Oriented Programming, Database Systems, Software Engineering, Operating Systems.

Experiences

ACCOUNT MANAGER - Roger Communications

Apr 2024 - Present

- Conducting personal development workshops
- Marketing campaigns to promote products through multiple mediums
- Team building and team training
- Self development -Manage customer database

SENIOR MARKETING CONSULTANT - Telus

Apr 2023 - Mar 2024

- Operated marketing campaigns
- Conducted interviews
- Team building and team training
- Generating revenue and acquiring new clients

Extra-Curricular Activities:

Computer Assembly:

- Built custom computers for Blender (3D design), Unity (game design) and Premiere Pro, and PhotoShop
 - Configured hardware and software to optimize performance and got rid of bottleneck issues
 - Tested and troubleshot systems before deployment
- (Resources used: **YouTube** (LinusTechTips), **PC Building Simulator**)

Resistance Calculator:

- Created a resistor calculator to simplify calculations in electrical classes
 - Used Libraries like **Tkinter** and **cProfile** for UI (window for the application, labels, and buttons)
- (Resources used: programming language **Python**, **Visual Studio Code**, W3Schools)

NFT Project:

- Created an NFT project, Doggo project (yet to be released), of 888 unique pieces using **JavaScript** for the **Ethereum blockchain library**, featuring unique digital art and smart contract functionality.
 - Used **photoshop** to make assets and backgrounds
 - Utilize **IPFS** to handle image storage and retrieval
- (Resources used: Visual Studio Code, JavaScript, Photoshop, [GitHub](#), and photoshop)

Top-Down Shooter:

- Developed a top-down shooter game using **Pygame** and **Python**.
 - Utilized object-oriented programming principles to create game entities, such as players, enemies, and projectiles. Implemented collision detection and handling.
- (Resources used: Visual Studio Code, programming language Python, opengameart.org)

Skills:

- Excellent communication and interpersonal skills
- Proficient in programming languages such as Java, Python, and C++
- Experience with web development using HTML, and JavaScript
- Knowledge of database systems and SQL
- Familiar with the command line interface
- Computer assembly
- Video editing, Photoshop, Special effects
- Strong analytical and problem-solving skills