Martin **Klasninovski**

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Education

University of Toronto Mississauga   *Mississauga, ON*

HONOURS BACHELOR OF SCIENCE   *2017 - 2020*

- Relevant Coursework - Computer Programming I, Computer Science II, Software Design, Theory of Computation, Software Tools and Systems

Skills

Programming Languages

- Python, Java, C, HTML5, CSS3, Javascript

Frameworks and Tools

- Git, Linux, React.js, SqLite, PostgreSQL, Postman, JavaFX, Eclipse, VSCode

Experience

Dalvina Canada   *Oakville, ON*

OFFICE ASSISTANT   *2017 - 2019*

- Receiving and processing order forms to be entered into the excel master document.
- Organizing and preparing cases for shipping according to delivery schedule.
- Communicated with clients regarding orders, samples, and general inquiry.
- Maintaining company website.
- Updating inventory.

Projects

Weather App

JAVA, JAVAFX, SQLITE, CSS

- Utilizes the OpenWeatherMap API to retrieve accurate location information.
- Developed a functional GUI to display various components of the weather, along with corresponding images to the weather results.
- Incorporated a current weather forecast, as well as a 5 day forecast for the desired search location.
- Utilizes a local database with SqLite to store up to 10 locations to optimize the speed at which the weather data is displayed.

Puzzle Solver

PYTHON

- Implemented four classic puzzle games: Sudoku, Grid Peg Solitaire, MN Puzzle and Word Ladder; all with single player functionality.
- Developed efficient puzzle solvers that utilize a DFS or BFS approach depending on the puzzle at hand, with the capability of solving most puzzles under 2s, and upwards of 10s for the most difficult puzzles.

Othello

JAVA, JAVAFX

- Recreated the game of Othello with single player, multiplayer, player vs bot and bot vs bot functionalities; along with the capability of adjusting the difficulty of the bots.
- Worked within a team of four, following an agile approach of development and utilized scrum to implement the game and fix bugs efficiently.
- Implemented a working GUI for the game; utilizing MVC architecture, as well as other design patterns.

Face Detection

REACT.JS, NODE.JS, EXPRESS.JS, POSTGRESQL

- Setup a website to help detect faces from user uploaded images by using Clarifai's face detection API.
- Implemented a user registration system, as well as a ranking system that keeps track of the number of uploaded images by each registered user within the site.