Martin Klasninovski

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EDUCATION

Wilfrid Laurier University   *Sep 2020 - May 2023*
Honours Bachelor of Science - Computer Science   *GPA: 3.9/4.0*

University of Toronto   *Sep 2018 - Apr 2020*
Honours Bachelor of Science - Computer Science

TECHNICAL SKILLS

Languages:	Python, Java, C, HTML, CSS/SCSS, JavaScript, VBA
Databases/Tools:	MySQL, PostgreSQL, Git, Linux, Postman
Fraimsworks/Libraries:	React.js, Express.js, Node.js, JavaFX

EXPERIENCE

Dalvina Canada | Office Assistant   *June 2017 - Aug 2019*

- Updated inventory, as well as received and processed order forms with Excel.
- Organized and prepared cases for shipping according to the set delivery schedule.
- Communicated with clients regarding orders, samples, and general inquiry.
- Maintained the front-end of the company website.

PROJECTS

Weather Forecast | Java, JavaFX, SQLite, CSS   ⌥

- Configured a GUI to display components of the weather, with matching images to the weather results.
- Retrieves accurate weather location information by utilizing the OpenWeatherMap API.
- Incorporated a current weather forecast, as well as a 5 day forecast for the desired search location.
- Optimized the speed that weather data is displayed by using an SQLite database to store up to 10 of the user's preferred locations; including a favourite location as the default display.

Sudoku Solver | HTML, SCSS, JavaScript   ⌥

- Implemented a web based version of the classic game of Sudoku, with 3 possible difficulty settings.
- Created a backtracking solver that is able to solve even the most difficult puzzles in under a few seconds.
- Integrated features such as move hinting, input validation, varying difficulty puzzle generation, and the ability to create your own sudoku puzzles.

Othello | Java, JavaFX

- Redesigned the game of Othello within a group of 4 to include move hinting, the ability to face varying levels of bot difficulties, as well as single player, multiplayer, player vs bot, and bot vs bot functionalities.
- Applied an agile approach of development, using scrum to implement the game and fix bugs efficiently.
- Developed a working GUI for the game; utilizing MVC architecture, and various design patterns.

Face Detection | React.js, Node.js, Express.js, PostgreSQL   ⌥

- Built a web application that detects faces from uploaded images using Clarifai's Face Detection API.
- Designed a user registration and authentication system, and made use of bCrypt for added security.
- Utilized PostgreSQL to store the profile data and the number of uploaded photos of each user, and then ranked each user on the site from this data.