5900 Yonge Street
Toronto ON

NANA NOSIROVA

(647) 572-9937
nargiza.nosirova@mail.utoronto.ca

github.com/nanalelfe
nana-nosirova.herokuapp.com

EXPERIENCE

Teaching Assistant   **University of Toronto**   **Winter 2017 - Present**

- Lead lab sessions of 35 students for an introductory computer science course and demonstrated core programming techniques.
- Explained challenging quantitative programming concepts to students such as recursion, OOP in Python, and introductory complexity.
- Evaluated homework, tests and student code.

Web Developer   **University of Toronto**   **Fall 2016 - Present**

- Collaborated with department members to redesign the UofT Department of Computer Science Teaching Labs website.
- Created layout/user interfaces by using standard HTML/CSS practices

EDUCATION

Toronto, ON   **University of Toronto**   **Fall 2014 - Present**

- B.Sc in Computer Science. Current In-major *GPA: 3.6*.
- *Coursework:* Algorithms/Data Structures; Artificial Intelligence; Databases; Probability and Statistics II; Operating Systems; Theory of Computation; Web Programming; Software Engineering; Human-Computer Interaction; Systems Programming; Linear Algebra II; Comp. Architecture; Calculus I.

PROJECTS

- **Game Centre: Tippy Game, Subtract Square and Minimax AI** (Winter 2015). A program that offers a set of two-player zero-sum games; Subtract a Square & Tippy Game. A user can play against another human or opt to play against an AI with a choice of various computer strategies including, Alpha-Beta Pruning, Memoization and Myopia. *Python.*
- **Solutions.Repo** (Summer 2016). An online community driven repository for past exam solutions. Users can view and post solutions, network, communicate, vote and manage their own profiles. *Javascript, jQuery, HTML5/CSS, Bootstrap, Node.JS, Node-Express, MongoDB.*
- **The Great Vacuum Race** (Fall 2015). A two-player game where each player (vacuum) needs to earn as many points as possible by collecting dust. *Java.*
- **Space Buster** (Summer 2016). A single player interactive browser game where the player must destroy black-holes before they absorb all of the nearby space objects. *Javascript, jQuery, HTML3/CSS5, HTML Canvas.*
- **New York Times - RESTful API** (Summer 2016). A website that uses a custom RESTful API from the New York Times to selectively display all or part of an article. *jQuery, HTML5/CSS, Javascript, jQuery, Node.JS.*

LANGUAGES AND TECHNOLOGIES

- Competent in : Python; PostgreSQL; Java; R; C; Javascript/jQuery/Node.JS; HTML5/CSS3; Latex;
- Familiar with : Android; Bash; Verilog (HDL); MongoDB
- Knowledge of Relational databases, OOP, Software Design, UML, Design Patterns, Agile Development, REST
- Tools: Linux; Mac OS X; Git; SVN; Eclipse; Jetbrains/Webstorm/PyCharm; Wing; Quartus; Android Studio