

SUMMARY OF SKILLS AND QUALIFICATIONS

Personal Fluent in English & French (written and spoken)

Skills Photoshop, Illustrator, Github, photography, Agile

Languages Java, HTML, CSS, JavaScript, PHP, C#, Python Kotlin

Other MySQL, git, Laravel, Bootstrap, Django

EDUCATION

Bachelor of Engineering – Software Engineering

Concordia University, *Montreal, Quebec*

Expected December 2019

Cumulative GPA: 3.26

DEC in Pure and Applied Sciences

Vanier College, *Montreal, Quebec*

September 2013 – May 2015

Pre-University Diploma

Founding member of the Vanier eSports Students Association

PROFESSIONAL EXPERIENCE

Sales Associate, Web and Graphic Designer | Acoustic Technologies, *Montreal, Quebec*

December 2013 – Present

- Process transactions that occurred in-store and online.
- Took initiative to research audio components and the industry to better understand and serve clients.
- Projects: Developing an e-commerce solution using WordPress, and advertisements in different forms of print media.

Web Developer and Designer | Salon Audio, *Montreal, Quebec*

March 2016

- Collaborated with the owner of an NPO to create a webpage for the not-for-profit audio event in Montreal right after the event was almost abandoned due to the economic instability at the time.
- Volunteered as a team of two working on the website using HTML, CSS, bootstrap framework and JS.

Technician | Acoustic Technologies, *Montreal, Quebec*

July 2012 – January 2016

- Assembled speaker crossovers and serviced devices in for repair
- Developed hands on skills: soldering, crimping, drilling, cutting and stripping wires.
- Assisted in the installation of hi-fi and home theatre systems.

PROJECTS

WooJoo | *Montreal, Quebec*

2016

- Established a software and web development company co-founded with a friend.
- Secured two web design contracts during the summer of 2016.

Gym Me | McHacks, McGill, *Montreal, Quebec*

March 2016

- A fitness app with the goal of encouraging users who have trouble consistently going to the gym.
- Designed and programmed using Nuance MIX API and Android Studio with one team member.
- Learned how to parse JSON in Java.

Circle of Life | Montreal Game Jam, ÉTS, 2016

March 2016

- Developed a 3D game with different levels and mechanics.
- Responsible for programming and game design along with three team members using C# in Unity3D.
- Recipient of “Judge’s Choice” award at Montreal Game Jam at ÉTS.

Junior Robotics | Vincent Massey Collegiate, Montreal, Quebec

2011-2013

- First place Search and Rescue team at EAST - Junior Robotics Competition, 2012