Github: /nikolamarunic Toronto, Ontario

NIKOLA MARUNIC

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EDUCATION

University of Toronto

cGPA: 3.38

2018 - 2022 (expected)

3rd year, B.Sc in Computer Science and Statistics

Relevant Coursework:

- Software Design
- Data Structures & Analysis

- Systems Programming
- Logic & Reasoning for Computer Science
- Intro to the Theory of Computation
- Hardware organization

2019 Summer

University of Zagreb

Exchange Program, language & culture

PROJECTS

Investment Portfolio Manager

www.potatocalculator.com

2020

React, AWS (Amplify, DynamoDB, Cognito, Route 53)

- Created a web app to manage user's investment portfolio and calculate where to invest based on a user's current portfolio and target allocations of their holdings.
- Eliminated need to do manual biweekly calculations/data entry by having the app read exported CSV data and save results to a Dynamo database through Amazon Web Services.
- Used Amazon Web Services for serverless database/user authentication/domain hosting/app deployment.

TD Webbroker Investment Tool

Command Line Tool

2020

Python, openpyxl

- Created a python script to read account information from a spreadsheet and given a dollar amount would calculate where to invest money and saved values back to the spreadsheet.
- Eliminated the need for biweekly manual calculation/data entry and served as an inspiration/prototype for the investment portfolio web app.

Pickup Sports Match Finder

"PickUp" - Android App

2020

Java, Android Studio

- Created for Hack the Valley IV allowing users to find casual events such as pickup sports nearby through Google Maps and Radar.io APIs by showing event pins from other users on a map.
- Used much of the built in Android features such as the map fragment and created a server for all users of the app to communicate with.

Android Game Desperado 2019

Java, Android Studio, SQLite

- Worked in a team of 5 to create an android game with three stages, with player stats/high score tracking saved in an SQLite database.
- Had a focus on creating code that is clean and extendable through the implementation of design patterns such as Observer, Builder, etc.

EXPERIENCE

The Woodlands Secondary School

2017-2018

Computer Science Club Executive

- Responsible for teaching beginners the basics of Java and developing an attendance system.
- Improved efficiency by having students sign in through a webapp instead of taking paper attendance.

Languages & Technologies

- Python, Java, C, Javascript, HTML, CSS, SQL, GraphQL, Verilog HDL
- Git, React, Node.js, Amazon Web Services, Android Studio, Bootstrap