

ONYX CHRISTOPHER

B.Sc. Computer Science

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PROFILE

Computer Science graduate with a focus on game development, as well as a strong foundation in software engineering and data science. Inspired by the interplay of logic and creativity to design unique, player-focused systems. Skilled in C#, C++, Python, JavaScript, and AI/ML tools. Experienced in collaborative development, agile workflows, and version control.

SKILLS

- Game development using Unity and C#
 - Data science, machine learning, and artificial intelligence using Python [Numpy, Pandas, Scikit-Learn, Keras]
 - Software and mobile development using C++ and React Native
 - Web development and database management using HTML, CSS, JS, and SQL
 - Version control and collaboration using Git, GitHub, and Agile methodologies in team projects
 - Strong ability to synthesize complex concepts and formulate solutions
 - Project and time-management essentials using Jira and Miro
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EDUCATION

UNIVERSITY OF LONDON

Bachelor of Science in Computer Science, First-Class Honours, 2022-2025

- Courses in game development, graphics, web development, software and mobile development
- Courses in data science, machine learning, and artificial intelligence
- Focus on project-based learning and practical applications
- Group projects in game development and software development

UNIVERSITY OF TORONTO

Bachelor of Science in Physics and Computer Science, 2020 - 2022

- Courses in software design, Python, Java, and Assembly Language
 - Courses in theoretical physics, linear algebra, calculus, and statistics
 - Transferred to University of London to specialize in computer science
 - Dean's List - Cumulative GPA 4.0
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EXPERIENCE

TEACHING ASSISTANT

University of Toronto, 2021 - 2022

Graded assignments, held office hours, and answered students' questions for two linear algebra courses. Invited to apply after strong academic performance in the first year and a consistent record of answering other students' questions in the online forum.

PROJECTS

Game Development - Astral Drone Quest: BSc final project, arcade-style space combat game using Unity [\[github\]](#)

Game Development - Spire of Light: Team project, puzzle stealth game using Unity [\[github\]](#)

Data Science - Low-carbon Diet Analysis: Algorithmic optimization of a nutritionally complete low-carbon diet [\[github\]](#)

Web Development - Film Society Website: Website for a fictional university film society using HTML/CSS/JS [\[github\]](#)
