Parssa Kyanzadeh

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Education

University of Toronto, Math, Computer Science, and Statistics
Expected Graduation: April 2023

Relevant Courses: Intro to Computer Science, Software Design, Theory of Computation, Mathematical Expression and Reasoning for Computer Science, System Programming, Data Structures and Analysis

Technologies

JavaScript/TypeScript, C#, Swift, Java, Python, React, HTML, CSS/SCSS, MongoDB, ExpressJS

Personal Projects

Kazakan

Designed and developed a mobile game where you protect an Orb from waves of enemies.

What I learned: https://parssa.medium.com/lessons-learned-from-building-my-first-mobile-game-c9fbb7a7809e

Written in C# with Unity.

Released for iOS, Android, Mac and Web.

Darco

Designed and developed an app that reduces eye strain by converting PDFs to dark mode.

Written in JavaScript (with React) and Swift.

Released for iPadOS and Web.

MixBot

Developed an application that selects and mixes songs together, acting as a personal DJ.

Written in JavaScript (with React), and used ExpressJS, MongoDB, and Electron.

Released for Mac and Windows.

TeaBlocks

Developed a node-based visual scripting application to teach children to code.

Written in TypeScript (with React).

Released for Web.