

Anthony Qin

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SKILLS

Programming:

- Fluent in C, C#, Java, Python, and Javascript used to create software for both personal and academic purposes.
- Experienced with React.js, HTML/CSS through the development of personal and course websites
- Experienced with Android Studio through building a full-stack Android App
- Experienced with using Unity to create apps and games
- Well-versed in Advanced Data Structures and Algorithms and Software Design Patterns (ie. Gang of Four) used to write concise, efficient, and scalable code in projects.

Software Development:

- Familiar with version control (Git), the Software Development Life Cycle (SDLC), and SCRUM/Agile methodologies used to manage personal, academic, and professional projects.

UI/UX Design:

- Understanding of Human-Computer Interaction concepts used to the interface of a mobile app
- Experience using Figma used to create mockups of potential websites

Soft Skills:

- Excellent teamwork and communications skills fostered through Computer Science group projects, Hackathons, and Game Jams.

WORK EXPERIENCE

Full Stack Engineer Co-op @Manulife

January - April 2023

- Built a full-stack internal dashboard application from scratch using Spring Boot and React.js, greatly improving the collaboration between different departments.
- Provided application support on existing projects by configuring servers using Putty, ensuring that the application is running smoothly when needed.
- Assisted with development of automation scripts using PowerShell and C, dramatically improving the efficiency of my team.

AWARDS

Hackathon: Hack the Valley 7

October 2022

- Best Discovery Hack
- Most Creative Use of GitHub

EDUCATION

Bachelor of Science

August 2021- Present

University of Toronto, Toronto, ON.

- Specialist Program in Computer Science Co-op: Software Engineering, 2nd year
- Notable Courses: Linear Algebra 2, Introduction to Computational Theory, Software Design, Computer Networks, Human-Computer Interaction

RELEVANT PROJECTS

Full-Stack Android App

August 2022

- Used Android Studio and Java to build a full-stack Android app called "SportsHub" which allows users to join, create and manage sports events at various venues and locations.
- Greatly improved our app's efficiency and scalability by implementing several Software Design Patterns and using Object Oriented Programming
- Used Firebase's Realtime Database and Authentication to store data and handle user authentication
- Managed the project using Scrum methodology and Jira, allowing to team to work together efficiently like a well-oiled machine
- Effectively coordinated with 4 teammates, using communication and teamwork skills to ensure maximum productivity from team members and that our sprint goals were met