Anthony Qin

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SKILLS SUMMARY

- **Programming:** Well-versed in C, C#, Java, HTML/CSS/JS, React.js, Python
    - Also, extensive experience using Unity, React.js, and Android Studio
- **Software Development:** Familiar with version control (Git), the Software Development Life Cycle (SLDC), and Software Design Patterns.
    - Experience with SCRUM and agile project management frameworks
- **UI/UX Design:** Understanding of Human-Computer Interaction concepts.
    - Experience using Figma
- **Video/Visual Design:** Experience using Adobe Premier Pro, Photoshop, Blender, and Clip Studio Paint.
- **Soft Skills:** Excellent teamwork and communications skills fostered through Computer Science group projects, Hackathons, and Game Jams.

EDUCATION

Bachelor of Science (Co-op)   August 2021- Present

University of Toronto Scarborough, Toronto, ON.

- Specialist Program in Computer Science Co-op: Software Engineering

RELEVANT EXPERIENCE

SportsHub App Development   August 2022

Technologies Used: Android Studio, Java, Firebase

Skills Demonstrated: OPP, Implementation of Software Development Patterns, Communication

- Developed a sports event planning Android App using SCRUM development cycle in a group of 5 people
- Using Firebase for the backend, SportsHub allows users to join, create, and manage sports events at various different venues.

Course Website Development   February - April 2022

Technologies Used: HTML/CSS/JS, SQL, SQLalchemy, Python Flask, Heroku, Figma

Skills Demonstrated: UI/UX design, Relational Databases, Teamwork, Communication

- Built a website with 2 other group members to host course information for UofT's CSCB20.
- Used Figma to create mockups of the website's GUI before development began.
- Used SQL to manage relational databases storing information about both Professors and Students (e.g. Username, Password, Grades, Feedback .etc)