

SOLOMON ADOR-DIONISIO

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Summary

Results-driven software developer with a strong work ethic and a passion for collaboration. Takes pride in clear communication and working closely with diverse teams to deliver creative solutions in fast-paced environments.

Education

University of Toronto | Honours Bachelor of Arts

Sep 2023 – Present

- Double Major in *Business Management & Technology, Coding, and Society*; Minor in *Computer Science*
- University of Toronto Mississauga Entrance Scholarship Award
- Related Coursework: Software Design, Human-Computer Interaction, Web Development and Design, Software Tools and Systems Programming, Theory of Computation

Skills

Languages: C, Python, Java, JavaScript, HTML, CSS, Object Oriented Programming, Bash

Frameworks & Libraries: Flask, pytest, JUnit, JavaFX, Matplotlib, OS

Technologies: Git, Makefile, Unix/Linux Shell, GDB, Agile, Scrum, JSON

Other Softwares: Adobe Suite, MS Office Suite, Unity, Autodesk Maya, Visual Studio Code, Tableau

Experience

Oakville Trafalgar High School

Sep 2021 – Jan 2022

Computer Engineering Technology Teacher's Assistant

Oakville, ON

- Assisted students with practical engineering tasks, bridging theoretical concepts and real-world application.
- Delivered foundational lectures in network engineering and digital logic, supported by engaging assessments and detailed feedback to foster student academic development.

Royal Bank of Canada

May 2025 – Aug 2025

Bank Operations Officer, Intern

Toronto, ON

- Managing the discharge of high-security financial instruments, verifying legal, financial, and property documents, while escalating issues through internal RBC systems and communication channels.
- Proficiently operating enterprise-level portals and secure banking systems, including Sales Platform, Linx Portal and OLMS, demonstrating adaptability to internal tools and cross-platform workflows.
- Consistently meeting weekly processing quotas, handling sensitive client data with privacy and precision.

Projects

Digital Drawing Application & Product Management

Java | JavaFX | CSS | JUnit

- Built a dynamic drawing application, applying OOP principles and SOLID design patterns to ensure scalability and maintainability.
- Led Agile sprints with a strong focus on testing through JUnit, improving code accuracy, performance, and delivery speed while exceeding 120% of project milestones.
- Collaborated cross-functionally to integrate front-end and back-end components, optimizing UI responsiveness and application performance through continuous feedback and refinement.

Unix Shell & Client-Server Interface

C | POSIX APIs | UNIX sockets | Bash

- Developed a modular Unix shell in C with robust input tokenization, dynamic environment variable expansion, and built-in command execution, emphasizing memory safety and scalability.
- Utilized POSIX-compliant system calls and process control mechanisms to support execution of built-in and external commands, including background processing and comprehensive error handling.
- Implemented socket-based communication for reliable client-server interactions with a Makefile for automated builds and streamlined development.

Hierarchical Treemap Data Visualization

Python | OS

- Implemented efficient tree-based data structures to represent hierarchical datasets and designed a recursive treemap algorithm for dynamic, geometric visualization of complex data.
- Developed an interactive file system visualization tool using Python's OS module and object-oriented programming, enabling intuitive exploration and management of diverse data types.