

SOLOMON ADOR-DIONISIO

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Summary

Results-driven software developer with a strong work ethic and a love 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 Science

Sep 2023 – Present

- Double Major in *Applied Statistics* and *Technology, Coding, and Society*; Minor in *Computer Science*
- University of Toronto Mississauga Entrance Scholarship Award
- Related Coursework: Software Design, HCI, Web Dev. and Design, Software Tools and Systems Programming

Skills

Languages: C · Python · Java · Typescript · Javascript · HTML · CSS · SQL

Frameworks & Libraries: Flask · PyTest · JUnit · JavaFX · Matplotlib · Angular · Tailwind · Django · Bootstrap

Tools & Technologies: Git · Linux/Unix Shell · GDB · npm · PostgreSQL · RESTful APIs · Agile · Scrum

Software: Adobe Suite · MS Office Suite · Unity · Autodesk Maya · Visual Studio Code · Tableau · Figma

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

Java | JavaFX | CSS | JUnit

- A scalable digital drawing application using OOP and SOLID design principles, integrating front-end with a modular back-end architecture to enhance UI responsiveness, maintainability, and overall user experience.
- Led Agile sprints, test-driven development, boosting code reliability exceeding 120% of project milestones.

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.

Hierarchical Treemap Data Visualization

Python

- 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.

Personal Portfolio

TypeScript | Angular | Tailwind

- A responsive and animated personal portfolio using Angular and TypeScript, showcasing projects and skills through a dynamic, scroll-based UI. Leveraged GSAP for smooth, engaging animations and transitions.
- Implemented a modular component structure, modern CSS utility classes via Tailwind, and optimized layout for both mobile and desktop viewing.