

Sarah John

Computer Engineering Student

📞 (647) 687-3947 | ✉️ sarahj.john@mail.utoronto.ca | 💻 www.linkedin.com/in/sarahjohn/

Education

University of Toronto

Toronto, ON

Bachelor of Applied Science (BASc) in Computer Engineering

Expected June 2025

- **Relevant Courses:** Computer Fundamentals (C,C++), Computer Organization (ARM Assembly), Software Communication and Design, Data Structures and Algorithms, Operating Systems, Databases, PostgreSQL

Skills

Languages C, C++, C-Sharp, Python, TypeScript, HTML/CSS, ARM Assembly

Tools Angular, React, Azure, GitHub

Work Experience

Hatch

Oakville, ON

Junior Developer

May 2023 - June 2024

- Upgraded an existing Road Safety Trip log AngularJS solution to Angular by incorporating custom styling and enhancements to align with current design standards
- Implemented front-end functionalities using TypeScript, HTML, and CSS, providing users with a seamless user experience
- Worked on a React 3D Modelling Viewer to integrate the EC3 Carbon Calculator for engineers to analyze their carbon impact in design
- Created an ASP.NET web API to send elements in the viewer to EC3 and display the carbon calculations back in the React Viewer

Shad Canada

Halifax, NS

Program Assistant

July 2021, 2022, 2024

- Fostered student development through program activities (i.e. lectures, workshops, off-campus trips)
- Served as the engineering representative to guide the design process and problem solving as well as planning engineering challenges for 54 students

Dalhousie University (CIOOS Atlantic)

Halifax, NS (Remote)

Data Trust Software Developer

May 2022 - June 2022

- Worked in a team of 3 to develop a proof-of-concept data trust for ocean data
- Used Agile project management practices, Git, and GitHub within the team to manage the project along with C++ and SEAL, Microsoft's open-source homomorphic encryption library
- Fixed bugs, created handlers for decrypted data using SEAL, and built tests using the Google Testing Suite

University Projects

Food Finder: Geographical Interface System

University of Toronto

Jan 2022 - April 2022

- Worked in a team of 3 to build a largescale interactive mapping software (similar to Google Maps) using Agile project management practices
- Used OpenStreetMap API, C++, and GTK graphics library
- Designed geographical features (POIs, subways, buildings, bodies of water etc.), and implemented Dijkstra's algorithm to find ideal delivery paths within time constraints

Personal Project

Website Development

Jan 2024 - Present

- Building a personal website from scratch using Angular framework and skills in HTML, CSS, and TypeScript

Extracurriculars

Brand Growth Associate

You're Next Career Network

Apr 2023 - Present

- Student run professional development club that hosts career fairs and workshops for engineering students
- Working on creating engaging short form content, articles, and resources

Website and Marketing Associate

St. Mathews Mar Thoma Church

Jan 2024 - Present

- Used Cornerstone UI, Canva, Wordpress and custom CSS styling to create a youth conference website expecting 400+ people
- Working on a team of 5 to create engaging short-form content promoting the conference and fundraisers

References available upon request.