

## who i am

I am a third-year Computing student at Queen's specializing in Software Design with a proficiency in multiple languages, frameworks, and concepts developed through both formal and independent development projects. Capable of solving major obstacles, as well as leading development teams through years of programming experience, both personal and professional, and through undertaking a leadership position in team-based development projects.



## education

### Bachelor's of Art Sciences (Hons.) -- Computing

Queen's University, Kingston, ON

2020 - Present

### relevant courses

Programming Paradigms, Data Structures, Algorithms, Quality Assurance

### key projects

Developed a web application using scrum, involving concepts like white/black box testing and SQL Injection

## relevant experience

### Consulting Design Team Member (2022)

- Leveraged tools like Python, OpenCV, and more to develop an ATM Crowd Counter AI with students from Jomo Kenyatta University of Agriculture and Technology
- Gained familiarity with Slack and Machine Learning.

QMIND

Python, numpy, opencv, Machine Learning, Slack

### Quality Assurance Technician (Contract) (mid 2022)

- Responsible for ensuring the quality of newly developed features, developed tools for maintaining internal security.
- Operated as a member of a development team utilizing the scrum development method.

SentryHealth Inc.

Python, JavaScript, Postman, Scrum, Quality Assurance, Cypress, Docker

### Lead Web Developer (Contract) (early 2022)

- Utilized important UI design concepts to completely overhaul a majority of the company's websites using WordPress.
- Developed familiarity with working based on requests of another party.

DCL Group of Companies

WordPress

## skills

passion, team player, self-starter, communication, detail-oriented, efficient, adaptability, leadership

### programming languages

Python, JavaScript, C#

### technologies

React.js, Node.js, Git, SQL, Django, Flask, Cypress

### tools

Docker, VSCode, Selenium, Agile Methodologies



## projects

### QBNB - Web Application

2022

**Python, Flask, SQLite,  
MySQL, Docker**

- Developed as a course project that utilizes important concepts like white/black box testing and SQL Injection.
- Spearheaded development as scrum leader of development team.

### sebdeluca.com - Website

2022

**JavaScript, React.js**

- Developed to act as an online portfolio for both myself and my projects.
- Developed familiarity with the use of React.js components, and many of React.js' libraries.

### Appetment - Web Application

2021 - Present

**JavaScript, Python, SQLite,  
Django, Twilio**

- Personal project relating to streamlining the process of dealing with a pet's veterinary issues.
- Furthered familiarity with Django and the use of APIs in development.

### Kingdom TD - Video Game

2022

**Unity, C#**

- Leveraged Unity to develop a tower defense game as a member of a team for a course project.
- Acquired the ability to use C#

### Commerce - Web Application

2021

**Python, Django, JavaScript,  
SQL**

- Developed as a project for Harvard's Web Programming Certification Course.
- Developed familiarity with Django and JavaScript.

### Prism - Video Game

2020

**Python, Pygame, SQL**

- Developed as a course project in under a month, complete with environment, story, and game saving.
- Developed familiarity with PyGame and leading a team.

## accolades

indicators of my abilities

### certifications

2022 - Developing Cloud Applications with Node.js & React from IBM

2021 - Web Programming w/ Python & JavaScript from Harvard University

### LinkedIn assessments

top ?% of users who took the assessment  
Python (30% of 4.1M), JavaScript (5% of 2.5M), Git (30% of 1.3M), OOP (30% of 1.2M)

## references

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