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CHRIS FERNANDES

Back-End Developer

PROFILE

Hello World! I am a back-end developer seeking to learn and grow in a professional environment, as well as advance my knowledge within the industry.

TECHNOLOGY

Programming Languages

- Python
- Java
- C
- C#
- Assembly
- SQL and Database Management
- HTML5
- CSS

Developer Tools

- Github
- VS Code
- PyCharm
- MARS 4.5
- Logisim
- JavaFX
- Eclipse Java

Programming Skills

- Git
- LaTex
- Agile
- Scrum

ABOUT ME

YMCA Youth Leadership Program

YMCA | 2017

Attended year long program to develop my leadership skills and was given the opportunity to have a positive impact on the youth.

EDUCATION

Computer Science

University of Toronto | 2019-Present

Honour Bachelor of Science Computer Science Specialist complemented by a minor in Mathematics.

PROJECTS

Treemap Visualization Algorithm | File Data Visualizer
Python, pygame, JSON, OS library

- Interactive treemap visualization tool to visualize the size of files as a hierarchy.
- Utilized principles of object oriented programming such as abstraction and inheritance to create a commonality of the treemap and recursion to create the geometric rectangular file hierarchy.
- Used pygame library to create an interactive GUI to display the file hierarchy, OS library module to manipulate the operating system's files, and analyzed JSON data of World Population which contained complex dictionaries, debugged with the use of PyCharm's debugger.

Transit Fare System Simulation | Transit Network
Java, JavaFX, Git, Agile Scrum

- Simulated Transit Fare System with user account creation/management, fare purchase, register transit cards, administration system, funds/balance system.
- Used JavaFX library to build an interactive GUI and several design patterns such as Model View Controller (MVC), Observer-Observable to show the relationship between the GUI, fare system and the administrators.
- Created a product backlog to assign and complete tasks in sprints using agile scrum development with concise management of code through the usage of git.

Xmodem Server | File Transfer Protocol (FTP)
C, Sockets, File Descriptors, Network Communication

- Developed an xmodem server for file transfer protocol to be able to connect xmodem clients and send files using the xmodem protocol in C.
- Server adds clients requesting connection, accepts multiple connections, manages and removes clients after file transfer protocol is complete.
- Utilizes file descriptors and sockets to communicate files sent between the client and the server, sending either 128 byte or 1024 byte packets across the network
- Error detection and security implemented through the usage of "checksum" method and Cyclic Redundancy Check (CRC) method.

WORK

Walmart - Fulfillment Associate (2018 - 2019)

- Collaborated with a team to unload incoming trucks
- Provided customer service with various tasks on the sales floor

Jolly Jumpers - Warehouse (2021 - Current)

- Collaborate with a team to stage and box products
- Organize incoming products onto the floor