

# TEO MASTRONARDI

SOFTWARE DEVELOPER

#### **PROFILE**

Quick Learner Dedicated to Work Flexible Problem Solver

### CONTACT

519-890-7538 tsmastro@uwaterloo.ca

#### CODING

C/C++

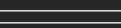
HTML/CSS

PHP

JavaScript

SQL

JAVA





## Work Experience

#### FULL-STACK WEB DEVELOPER @ TECHITEASY

January 2016 - April 2016

- Created CRM programs for small business's using HTML, CSS, PHP, JavaScript
  and mySQL. Users have the ability to input client information including pictures
  and PDF documents which gets instantly uploaded to the CRM database.
- Working alone allowed me to take initiative to manage my timelines and learn to solve solutions to diffucilt problems on my own. Code reviewed myself and managed my sprints.

#### IT SPECIALIST @ CYBERGRADE TECHNOLOGIES

December 2014 - February 2015

- Installed and maintained computer operating systems as well as software packages for the entire developer base
- Responded to and resolved client computer errors as required.

## **Projects**

- PERSONAL WEBSITE
  - o A small personal website to gain experience in HTML/CSS and JavaScript
- LetsStudy
  - Worked in a team environment. Created the front page for the web app using Ember.js and HTML.
- KentHackEnough
  - Worked with a team during a hack-a-thon. Created an app that generated motivational sentences while using a home built algorithm to randomly generate viable verbs, adverbs, adjectives and background images.
- Remote R/C Car
  - Programmed an Arduino to an R/C car and created an Android app to control the steering, direction and speed via bluetooth
- Maze Generator
  - o Created an algortihm to solve Mazes of any size
- MoarrBits Android Game
  - 2D Side-scrolling platform game on the Google Playstore
  - o <a href="https://play.google.com/store/apps/details?id=air.air.M0ARBITS&hl=en">https://play.google.com/store/apps/details?id=air.air.M0ARBITS&hl=en</a>

### Education

#### BSC COMPUTER SCIENCE: 2014 - 2019

- 2B Honours Computer Science
- Related Coursework
  - o Elementary Algorithm and Data Abstraction
  - o Object Oriented Software Development
  - o Designing Functional Programs
  - Linear Algebra
  - Computer Organization and Design

UNIVERSITY OF WATERLOO