

## Skills

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- Java
- C/C++
- Python
- Object-Oriented Programming
- Shell scripting
- Linux command line
- Communication
- HTML
- MongoDB
- Git

## Education

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### Honours Bachelor of Science

September 2018 – April 2022

University of Toronto Scarborough

- Computer Science Software Engineering Specialist Co-op Program, 3<sup>rd</sup> Year

## Work Experience

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### Student Software Developer

September 2020 – December 2020

BlackBerry: *C, Linux, QNX command line*

- Coded in C to fix and maintain command line tools for the QNX Software Development Platform
- Created staging areas and cross compiled code in Linux host for QNX target
- Designed and coded Korn shell scripts to test programs and ensure user input was handled effectively

### Research Engineer Co-op

January 2020 – April 2020

Thales Canada: *C++, Python, Git*

- Designed and implemented innovative autoexposure algorithm for a camera to ensure images were well-exposed in a dynamic environment
- Used Git to collaborate and implement version control for code
- Implemented techniques to improve efficiency such as Proportional Integral Derivation controller and multi-threading in C++
- Demonstrated willingness to learn independently by researching and developing solutions to challenges
- Effectively communicated to a team in meetings and through comprehensive technical reports

## Relevant Projects

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### Developer

Gamified Reward System Website: *Python, Jinja, CSS, JavaScript, MongoDB*

- Coded customizable bingo board reward system for restaurant and customer users that stored account data that met client specifications
- Designed and coded user interfaces that were interactive and user-friendly
- Wrote and ran unit testing and used debugging strategies to ensure code produced appropriate output

### Android Application Developer

Shopping Application: *Java, Android Studio*

- Coded user-friendly shopping application using object-oriented design that responded to user interaction
- Collaborated with a team in an agile scrum framework to complete tasks

### Developer

Battleship: *Java*

- Coded a Battleship game using object-oriented design to store and track ship information
- Demonstrated innovation through the design and implementation of artificial intelligence that resulted in a first place position out of ten teams during the Battleship tournament