

Anthony Rafael Alas



CAREER OBJECTIVE

Third year Computer Science Student who is enthusiastic to contribute to team success through hard work, attention to detail and excellent organizational skills. Possess a strong foundation in math, logic and data structures. Motivated to learn, grow and excel in a work environment using various languages such as C, C++, Python and Java.



EXPERIENCE

Project Website

September 2019–December 2019

- Used HTML, CSS, JavaScript and PHP with a team to create a website for a class project
- Worked with a team to refine the debugging process
- Professors can create an account for themselves and update information about their classes
- Communicated efficiently and effectively to get the project done in a timely manner
- Made use of Github and Microsoft's Visual Studio LiveShare to work together
- Ensured website ran properly and met the expectations of the client

Cashier

PetSmart, Windsor, ON / April 2017–July 2018

- Helped customers complete purchases, locate items and join reward programs to promote loyalty, satisfaction and sales numbers
- Engaged in friendly, personable conversations with customers to help them feel welcome in the store
- Used cash registers and POS systems to request and record customer orders and compute bills
- Assisted in maintaining the inventory of the store and taking care of the overall appearance of the store



CONTACT

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SOFT SKILLS

Motivated

Strong Work Ethic

Quick Learner

Adaptable



HARD SKILLS

C, C++, Java, C#, JavaScript, Python, HTML, CSS, familiar with Windows, Linux and MacOS.



EDUCATION

B.Sc. H. / COMPUTER SCIENCE

University of Windsor,
Windsor, Ontario 2017–
2021

GPA – Cumulative GPA as
of Fall 2019 semester:
84%.