Urmay Suthar

Toronto, North York, ON M3H 4J2 | (647)-546-9060 | urmay.suthar0100@gmail.com |

Education

York University | Toronto, ON

January 2021 –

Present

Bachelor of Science in Computer Science

Relevant Coursework: Calculus, Statistics, Discrete Math, Advanced Object-Oriented Programming,
Data Structures, Design and Analysis of Algorithms, Professional Practice in Computing and Ethics,
Micro- & Macro-economics, Functions of Business.

Oshwal Academy Senior High | A Levels & IGCSEs | Nairobi, Kenya

August 2015 -

August 2020

A Level - Chemistry A*, Mathematics and Statistics A*, Physics A

IGCSEs – 6 A*, 3 A, 1 B including Math, Further Math, English and French
(Awarded Top achiever award and best in Chemistry and Human Biology award)

Projects

Project

Java, Junit

•

CPU Scheduling Algorithms

C, Shell, Linux

- Executed C-based scheduling algorithms on Linux using a makefile for efficient building and running via command line, minimizing compilation time.
- Organized processes from a text file into a LinkedList based on CPU burst and priority, simplifying the computation of processing times.

Code Breaker Game Development

HTML, CSS, JavaScript, JQuery

- Developed a web-based, two-player Code Breaker game using HTML, CSS, and JavaScript. Designed
 and implemented a dynamic user interface that provides players with a challenging and engaging
 code-guessing experience.
- Optimized game functionality by integrating the jQuery framework to streamline JavaScript functions, resulting in a more efficient and responsive game experience.
- Utilized server-side architecture to host the game on a server, enabling multiple game attempts and seamless user access. Implemented server-side validation to ensure data integrity and improve game security.

Work Experience

Hudson's Bay | Toronto, ON

Jul 2022 –Jan

2023

Position: Stock Handler - Shoes

Canadian luxury goods department store chain.

- Successfully executed an RFID system for tracking inventory, resulting in a 15% increase in efficiency and accuracy in stock management.
- Organized inventory records using internal software, increasing stockroom efficiency.
- Generated replacement orders for missing SKUs, ensuring store was fully stocked.
- Conducted weekly mark up and mark down reports, contributing to a 10% increase in sales for the shoe department.

Skills

- Programming Languages: Java, Python, C++, C, Shell, Assembly, HTML, CSS, JavaScript.
- Technologies: SQL, Git, AWS
- Platforms: Linux (Ubuntu, Slackware, Unix), Windows
- Software: GitHub, Android Studio, Figma
- Hardware: Arduino, PICO32 microcontroller
- Information Technology: Microsoft Office Word, Excel, Access, PowerPoint, Outlook, Publisher, specialised packages
- Professional Organizations: Eco Club
- **Communication:** Design proposals, technical reports, PowerPoint presentations, Instruction manuals, Presentations (large and small audiences)
- Languages: English (fluent), Gujrati (fluent), Hindi(fluent), French (Intermediate)

Leadership and Achievements

Oshwal Academy Senior High | A Levels | Nairobi, Kenya

August 2018 -

August 2020

Head boy 2019-2020

As Head Boy, I was responsible for leading a 20-team prefect body and representing the student body, organizing school events and meetings, and serving as a mentor to my peers.

Best Speaker Debate & 3rd Place National Debate Competition

2019

Recognized as the Best Speaker in the school's debate competition for two consecutive years and placed 3rd in the National Debate Competition in 2019.

House Captain Ruby

2019-2020

As House Captain for Ruby House, I organized and led various team-building and fundraising activities and lead my house of over 70 students in school-wide events.

PR and Media Head of ECO Club

2019-2020

As PR and Media Head of the ECO Club, I was responsible for promoting the club's activities and initiatives to the school community and wider public through various media channels.

Leadership award from the President of Kenya

2020

Honored to receive the Leadership award from the President of Kenya for my contributions to the school community.

Interests and Hobbies

•