Vincent Zvikaramba

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| Education |  |
| Honours Bachelor of Science Statistics and Computer Science  University of Toronto | 2014 - 2021 |
| * Courses: Software Tools & Systems Programming, Data Analysis, Software Design, Computer Organisation, Algorithm Design and Analysis, Software Engineering, Artificial Intelligence, Operating Systems, Graph Theory |  |
| Skills & Abilities |  |
| * Programming: Java, Python, C/C++, JavaScript, SQL, HTML, Unix shell scripting * Tools: Git, Docker, Gerrit Code Review, Jenkins, Build Kite, Gradle * Frameworks and Libraries: Java Collections, Guice, Gson, Guava, Lombok, Junit, Spring, Flask * Versed in Object Oriented Programming techniques, Agile methodologies, multi-threaded programming, unit testing, debugging |  |
| Experience |  |
| Teaching Assistant, Software Tools and Systems Programming, University of Toronto | 2016-2017 |
| * Instructed students during tutorial sessions on course material and aided them troubleshoot and identify bugs in programming assignments * Graded programming assignments and term tests and provided feedback for improvement |  |
| relevant projects |  |
| Team Leader, Computer Organisation, University of Toronto | 2016 |
| * Designed a basic video game on an Altera DE-1 SoC * Used Verilog HDL to design the circuitry of the game, which consisted of different modules in VHDL for a pseudo random number generator, VGA controller, RAM and rate divider; and ModelSIM to run simulations and verify the design |  |
| Team Member, Introduction to Software Engineering Project, University of Toronto | 2018 |
| * Collaborated with six team members to write and design a location-based chat room application in Java for Android * Used Agile methods for software development and completed three sprints in one month * Implemented Gerrit setup with GitHub as a backup for version control and code review |  |
| Individual, *Web-based media player* | 2019 |
| * Used PHP to implement server-side code for parsing media metadata and interfacing with the server-side database * Used PHP to create API which issues JSON-formatted data for use in client-side user interface * Used SQL to design database schemas and relations; and MySQL for database storage * Used CSS and HTML for player design and JavaScript for active client-side user interface |  |
| Individual, Automated *MMO Client*   * Decompiled and debugged game client code to identify obfuscated game code functionality for modification via injection * Used reflection to inspect game state and instantiate some objects at runtime * Used injection to expose game client classes, fields and methods where possible; and to add to or override original game client code * Used Swing and AWT to design UI elements and intercept input events in order to inject new or modified input events to the game client * Used breadth-first search and A\* search with custom heuristics to create path-finding algorithm for searching optimal game world paths | 2019-Present |