

SUMMARY OF QUALIFICATIONS

- Second year Co-op student in Computer Science at the University of Ottawa
- Experience in developing software individually and in groups
- Excellent collaboration and interpersonal skills
- Proficient in programming with Python, Java, and JavaScript

EDUCATION

Hons. B.Sc. Computer Science Co-op

2023 – present

University of Ottawa, Ontario

- GPA: 9.2/10 (A+)
- Dean's list
- Relevant courses: Algorithms and Data Structures, Programming Paradigms, and Databases

PROJECTS

Portfolio – React, Individual Project

- Developed a front-end portfolio website to showcase my achievements using React
- Used vanilla CSS to develop a pleasing and responsive design, adhering to design fundamentals
- Utilized React to write composable and reusable code by having well thought out components

JamJournal – Django, Individual Project

- Developed a full-stack web-application for reviewing music using the Python framework, Django
- Utilized the Spotify API to retrieve music data
- Used Django's ORM and migrations for database management and secure authentication
- Currently rewriting the frontend to use the React framework

Rentify – Java, Group Project

- Used Java with Android Studio to develop an android application to facilitate renting items
- Created UML and use-case diagrams to plan out the development
- Used FireBase to store data and for authentication
- Gained experience with group work and leadership, ensured the group met outlined deadlines in their designated roles

Flag quiz game – Swift, Individual Project

- Used SwiftUI to develop an iOS game that quizzes the user on the flags of the world
- Utilized different programming paradigms, mainly declarative, object-oriented and functional programming
- Became familiar with the Model-View-Viewmodel (MVVM) architecture

Scrabble game – Java, Individual Project

- An application using JavaFX that implements the popular board game, Scrabble
- Used various Abstract Data Types and developed an algorithm capable of playing scrabble
- Utilized Object-Oriented programming to implement the functionality of the game
- Used principles of software design cycle and comprehensively planned using UML diagram

Schedule Master – Java, Group Project

- Used the software design life cycle, was in charge of creating a comprehensive plan considering time constraints.
- Gained experience with group work and leadership, ensured the group met outlined deadlines in their designated roles
- Created a comprehensive testing plan using JUnit to ensure proper functioning and quality

SKILLS AND ABILITIES

Programming skills

- Proficient in using Java, Python, JavaScript, Swift, and C
- Full stack web development using React and Django
- Mobile development using SwiftUI and Android Studio
- Database management with SQL and FireBase
- Experience using popular IDEs like VSCode, Eclipse, IntelliJ and other JetBrains IDEs
- Comfortable using several programming paradigms, such as object-oriented, functional, logic, imperative, declarative, and concurrent

Development skills

- Experience with asymptotic analysis of algorithms to ensure efficiency
- Comprehensive unit testing with Junit in Java and unittest in Python
- Automation testing with Selenium and Appium
- Experience using GitHub for collaboration and GitHub Actions for automatic testing

Communication skills

- Experience developing software in groups as the team lead, gaining excellent leadership skills
- Proven conflict resolution skills
- Honed my communication skills as a tutor for high school students

AWARDS AND ACHIEVEMENTS

Dean's honour list , Faculty of Arts, University of Ottawa, ON	2023 – 2024
CS50 , HarvardX	2024
Learn React , Scrimba	2024
Advanced React , Scrimba	2024
Learn HTML & CSS , Scrimba	2024
Learn UI Design , Scrimba	2024