

EDUCATION

University of Toronto

CANDIDATE FOR BACHELOR OF SCIENCE (HONORS)

- Current candidate for class of 2021
- Double major in Computer Science and Mathematics,

TECHNICAL SKILLS

Programming Languages

- C, Java, HTML5, JavaScript, Python, Turing, CSS3, Racket, Haskell, C#, NoSQL

Softwares

- Neo4j, Premiere, Photoshop, Eclipse, MS Visual Studio, Unity, JUnit Testing, Flash

Knowledge of

- Synchronization
- Software Development Life Cycle
- Agile Methodology and Scrum
- Kernel Programming
- Object Oriented Programming

SOFT SKILLS

- Prominent teamwork skills as demonstrated by experiences as a Junior developer and working in team projects
- Good verbal communication skills developed by experiences working in sales and with customers
- Great leadership skills developed by experiences in the Supervisor roles

WORK EXPERIENCE

Junior developer - Edge cloud computing

IG2 INC. GROUP, TORONTO
MAY 2018 - AUGUST 2018

- Communicated with clients to ensure fulfillment of their needs and demands, resulting in great transparency and well received programs
- Utilized Unix and Linux to create firewalls for servers being produced
- Responsible for project status weekly reports to update the supervisor in charge
- Managed the software team to ensure all assigned tasks are finished before the due date
- Designed firewall web servers using CSS3 to improve ease of use across all functions

PAST PROJECTS

Colour Me Calm

- Allows the user to upload their own image to convert image file into colour by number game
- Utilizes JavaScript and Node.js to communicate images between front-end and back-end, as well as convert image to colourable grid
- Designed a user friendly UI using HTML5 and Css3 to enhance user experience

York University Badminton Website

- Focused design on responsiveness to support all devices using Bootstrap
- Utilized CSS, HTML, JavaScript to implement functionality and design of site
- Commissioned to create website for university club

Blud Game

- Implements 2D platform game using Processing
- Utilized multiple GUI commands to create multiple visual effects to further improve game play
- Realizes 2 character and multiplayer cooperative puzzles to increase the difficulty of the game

Solitaire

- Implemented Solitaire using Turing
- Built upon various Turing classes and built-in functions