

## EDUCATION

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### Bachelor of Science (Honours) – Computer Science

September 2021 – April 2024

Brock University, St.Catharines, Ontario

Major Average/GPA: 89 | 3.85/4.0

## TECHNICAL SKILLS

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**Programming Language:** Java, JavaScript, HTML/CSS, Python, TypeScript

**Backend Frameworks:** MySQL, MongoDB, SpringBoot, ExpressJS, Node.js

**Front-end Frameworks:** React, Redux, Bootstrap

**Other Technologies:** Linux, Git, GitHub, GitLab, Postman

**IDEs:** IntelliJ, Eclipse, VS Code, PyCharm

## PROJECTS

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### Java-based game: War of Village

Jan 2022 – April 2022

Built a game using Java to adhere to MVC architecture and OOP paradigm.

- Incorporated Factory and Adapter design patterns to enhance the code. Engineered effective APIs to facilitate client-server interaction using TCP and real-time communication.
- Regularly updated code based on feedback and change requests. Implemented measures to increase security and ensure data integrity
- Built unit testing to ensure the code is bug free and meets all requirements.

### English-Learning Website

May 2022 – Sept 2022

Designed and developed the front end of an English Learning website for Chinese students.

- Collaborated with off-shore developers to integrate the front end of the site with another team to meet client requirements.
- Performed end to end testing using tools like postman to ensure the site works as expected.
- Regularly met with the client and other development team to gather requirements and meet product goals.

### Blog Website

Sept 2021 – Dec 2021

Developed a responsive blog website, incorporating a secure authentication system.

- Utilized tools like React, Redux, ExpressJS and MongoDB to build a blog site. Implemented RESTful standards to ensure seamless communication between the front end and back end.
- Carefully read and understood requirements to build the product based on the users needs.
- Designed, and developed unit test cases to ensure the code is bug free. Regularly debugged any code to meet the requirements

## RESEARCH & OTHER ACTIVITIES

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### Applying Graph Neural Network in Vehicle Edge Computing

May 2023 – Sept 2023

Worked closely with a professor and masters student to conduct research on the application of Graph Neural Networks (GNN) in the domain of Vehicle Edge Computing.

- Utilized tools like PyTorch to build GNN model to identify efficient resource allocation approach.
- Regularly reported to the professor and collaborated with the masters student to write a report and build the GNN.