Kyle Alvares
Computer Science Undergraduate

Computer science student in the pursuit of gaining indispensable real world experience in my field. Knowledgeable about several programming languages and best practices. Extensive collaborative and self management experience.

kyle.alvares@ontariotechu.net ✉

(905) 209 - 9157 📱

Markham, Canada 📍

www.kylea.me 🌐

EDUCATION

Bachelor of Computer Science
Ontario Tech University

09/2018 - Present   *cGPA 3.75*

Acheivments

- Consistently recognized on President's or Dean's List
- $3000 Award of Recognition Scholarship
- **Relevant Courses Taken:** Programming Workshops I & II, Data Structures & Algorithms, Analysis & Design of Algorithms, Programming Languages, Database Systems and Concepts, Scientific Data Analysis, Software Systems & Analysis, Software Design & Integration, Collaborative Leadership, Technical Communications
- **Currently Enrolled In:** Web Application Development, Compilers, Computer Graphics and Visualization, Software Quality Assurance, Machine Learning Theory and Application

WORK EXPERIENCE

Camp Director
The Olive Branch Community Church

06/2020 - 08/2020

Tasks

- Led and managed a team of four in in creating several exciting at home and online camp activities.
- Conceptualized, planned and launched Camp in a Box, a take home camp in lieu of traditional camp, due to pandemic restrictions.

Kid's Branch Planner
The Olive Branch Community Church

06/2019 - 08/2019

Tasks

- Constructed engaging activities for several ages groups (up to eleven years), to be implemented every Sunday throughout the year.
- Coordinated and collaborated with team in order to facilitate three camps throughout the summer for children and youth.

AutoCad Designer
A & D Woodturning

07/2017 - 08/2018

Note: only summer months were worked throughout this period

Tasks

- Cataloged and designed spindles and other wood artifacts using AutoCad software, to be later applied to CNC machines to automatically fashion spindles.
- Operated various CNC machines to create spindles and other wood artifacts.

SKILLS

Java · C++ · Python · Clojure · HTML · CSS · JS/Node/Vue/React · JavaFX · Git · Github · Flutter · PostgresSQL · MongoDB · Ubuntu · Office · G-Suite · Visual Studio · REST APIs · Leadership · Collaboration · Self Management

PERSONAL PROJECTS

Portfolio Website
- Designed and deployed my personal website using HTML, CSS, JavaScript and Netlify, whilst learning about domain registrars, nameservers, and DNS hosting.

Optical Character Recognition
- Uses python only, an image is received and program is able to predict the numbers from 0 - 9, using the KNN algorithm. Training set is provided by the MNIST Database.

Dashboard
- Keep track of day to day tasks, generate passwords, store voice memos, access your email and more in one easy to use application. The graphical user interface is created through JavaFX .

Platformer Game
- A game where a character collects coins and a key to get through a door in order to complete level. The game was created using pygame and several other python libraries, the map was created using Tiled.

VOLUNTEER EXPERIENCE

SJMF Youth Charity Co-President (09/2014 - 05/2017)
Successfully led a team of eight over the years to build 3 houses in the Dominican Republic for impoverished people. Responsible for interviewing students, fundraising, managing expenses and trip logistics.

CERTIFICATES

National Lifeguard, Airway Management, Standard First Aid, CPR-C & AED. High Five: Principles of Healthy Child Development

INTERESTS

Hockey · Artificial Intelligence · Graph Theory · Game Development · User Experience