

TEVIN COLE

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🐙 github.com/frostythedev

Education

University of Ottawa (Student Exchange)

Bachelor of Science in Computer Science

Sep. 2023 – Present

Ottawa, Ontario

University of The West Indies

Bachelor of Science in Computer Science

Sep. 2021 – 2023

St. Michael, Barbados

Relevant Coursework

- Data Structures
- Algorithms Analysis
- Artificial Intelligence
- System Security
- Software Engineering
- Database Management
- Computer Networks
- Computer Architecture

Experience

myTourni eSports

Sep 2021 – March 2022

Multiplatform Software Engineer (Contract)

Trinidad & Tobago

- Fullstack design and development of a mobile application for iOS/Android using Dart and the Flutter framework using the Waterfall Software Development Methodology.
- Worked with Google Firebase to manage user inputted data across multiple platforms including web and mobile apps.
- Integrated cross-platform authentication using Discord's API to improve user experience and increase usage of the app to 40% of the communities userbase.
- Utilized Github and Jenkins for version control to manage source code and provide continuous integration in order to automate the entire process of loading the latest build code.
- Generated analytical reports used to make recommendations for further development resulting in 75% less spending over 3 months.

Melon Development Inc

Oct 2017 – Jan 2018

Java Software Developer (Contract)

Orlando, Florida

- Utilized GitHub to create a robust bug-management system for user-reported issues resulting in a 33% increase of validated issues.
- Maintained 100% customer satisfaction during weekly standup by ensuring that critical issues were fixed, tested and deployed to production.
- Analyzed and documented U.X issues and provided accurate and relevant solutions on strict deadlines.

Projects

Car Rental Management System App | *Nodejs, HTML, CSS, Javascript, GitHub*

April 2023

- Developed a Car Rental Management System using NodeJS and HTML/CSS and Javascript to manage a companies fleet of rental cars, including scheduling, customer management and payment processing.
- Utilized NodeJS to build the backend used to store information related to car models, store locations, licence plates.
- Used Github for collaboration with Quality Assurance, Documenter and Business Management.

myTourni Tournament Manager | *Flutter, Firebase, Google Cloud Console*

May 2022

- Created an Android & iOS application using Flutter to integrate a Discord community with regular skill-based matchmaking tournaments.
- Utilized multi-platform user authentication to allow managing the identity of users and accurately tracking skill data.
- Used Google's Firebase Real time Database for accurate logging and management of individual tournaments, searching and the user's interface.

Supermarket Simulation App | *Java, VS Code*

November 2022

- Designed a Supermarket Simulation application in Java which tracked inventory management of vendors, customers, a virtual bank and the supermarket for best practices.
- Implemented object-oriented programming practices such as inheritance to create different vendor types a local log database, customer data and instances of a particular simulation.

Technical Skills

Languages: Java, C, HTML/CSS, Flutter, JavaScript, SQL, Python

Developer Tools: VS Code, Google Cloud Platform, Android Studio

Technologies/Frameworks: Linux, Jenkins, GitHub