Dean Covrigaru

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EDUCATION

Toronto Metropolitan University   Sep. 2022 - Apr. 2026 (Expected)
Honours Bachelor of Science in Computer Science   *Toronto, Ontario*

EXPERIENCE

Computer Science Instructor   Jun. 2024 - Sep. 2024
Kids Great Minds | TypeScript, Python, Java, C/C++   *Greater Toronto Area, ON*

- Tutored up to 30 children aged 6 years old to 15 years old in foundational programming concepts to help them develop problem-solving skills and computational thinking
- Instructed students in multiple programming languages: TypeScript, Python, Java, C, and C++
- Provided hands-on guidance through interactive projects, enabling students to apply programming knowledge to real-world tasks
- Focused on critical software skills such as problem decomposition, code optimization, and algorithm design, preparing students for more advanced programming challenges

Software Engineer Intern   May 2023 – Aug. 2023
WebOp | TypeScript, React.js, CSS   *Vaughan, ON*

- Developed web applications using React.js, TypeScript, and CSS
- Designed and developed an internal dashboard to aggregate and visualize log data, increasing visibility into key business performance metrics
- Worked closely with product management to align on product and design requirements
- Scaled my impact by organizing demos, creating documentation, and conducting code reviews

PROJECTS

Text-Based Adventure game | *Python*   github.com/text-based-adventure-game

- **Dynamic Gameplay Mechanics:** Implemented a turn-based combat system, allowing players to engage in battles with zombies using various weapons. Players can choose from different combat strategies, impacting their chances of survival
- **Interactive Environment:** Designed rooms with unique descriptions, items, and events, creating an immersive atmosphere. Each room offers distinct challenges, including puzzles and enemies, which require players to think critically and make informed choices
- **NPC Interactions:** Developed AI-driven NPCs that can act based on their state (idle, move, attack, loot), enhancing the game's unpredictability. NPCs can affect gameplay by offering assistance, presenting challenges, or providing hints
- **Data-Driven Architecture:** Utilized JSON files to manage game data, including room configurations, item inventories, and character statistics. This modular approach allows for easy updates and expansions to game content

Personal Website Portfolio | *HTML5, CSS, JavaScript*   deancov.com

- Developed a responsive portfolio website to showcase skills, experiences, and projects
- Designed an engaging user interface using HTML, CSS, and JavaScript, focusing on user experience and accessibility
- Implemented a tab navigation system to organize content sections (About, Skills, Projects, Contact), enhancing user interaction and content discoverability
- Integrated a third-party API-based contact form

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, Rust, Java, C/C++, HTML/CSS, SQL
Frameworks: React.js, Node.js, FastAPI
Developer Tools: Git, Github, Unix/Linux, BASH, Docker, VS Code, PyCharm, IntelliJ, Eclipse
Personal Interests: Swimming, Sports, Cars, Video Games