Brent Pedro Flores

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Dedicated 3ⁿᵈ year Computer Science student at Ryerson University with a diverse background in software development and interpersonal skills that will positively contribute to your organization.

Languages: Java, C#, C++, PHP, UNIX/Shell, HTML, CSS, JavaScript, Visual Basic, SQL
Operating Systems: Windows (XP, Vista, 7, 8, 10), Ubuntu, Android
Applications: Microsoft Office Suite, Eclipse, Code::Blocks, Visual Studio, Unity, Azure, Git

Education

B.Sc., Computer Science | Ryerson University　　　　　　　**September 2017 - Present**
Toronto, ON
- CGPA: 3.72
- Expected graduation: June 2022
- Recognized in Ryerson University's Dean's List for academic standing (2017-2018 and 2018-2019)
- Relevant Courses: Web Systems Development, Data Structures, Intro to Software Engineering, Operating Systems, Introduction to Software Engineering

Experience

Developer | Ontario Public Service (MGCS)　　　　　　　**May 2019 - December 2019**
Toronto, ON
- Worked on projects that contributed to the production and delivery of private cloud services
- Projects include web applications, AODA compliant marketing websites, Windows software, Microsoft Office automation tools, and designing processes for organizing and recording server design workbooks
- Involved in an agile development process that utilized: Azure DevOps, daily stand-ups, and bi-weekly sprints
- Used various web technologies and frameworks: Azure, Microsoft SQL Server, ASP.NET & MVC 5, Cosmos DB, and Angular 7

Relevant Projects

File Searching Tool (C#, Git, Visual Studio)
- Built a Windows application that searches the user's file system for Microsoft Office and PDF files containing keywords entered by the user
- Designed the tool as a solution for searching network drives containing large and unstructured collections of documents
- The tool was used to assist with the operations of the Ministry of Government and Consumer services, and is available to the public through my GitHub

Flappy Karl Mobile App (C#, Git, Unity, Visual Studio)
- Created a mobile application using the Unity game engine and Visual Studio, in which the player must dodge as much incoming obstacles as possible by tapping the screen to jump
- Programmed components such as: player movement, background scrolling, obstacle spawning, and persistent scorekeeping using the Unity Scripting API and the C# programming language
- Acquired a Google Play Developer account under the name *BFXD,* and successfully published the finalized app to the Google Play Store

Command Line Chess Board System (C++, Git, Code::Blocks)
- Developed a text input controlled chess board in C++ using the Code::Blocks IDE and Windows Command Line
- Utilized pointers and multiple classes to define functions such as: generating and printing the board, picking up and placing pieces, and updating and printing the board after every move
- Designed to allow for future expansions by implementing a modular structure, and is publicly available for development and use through my GitHub

Discord Chat Room Bot (C#, Git, Visual Studio)
- Developed a chat room bot using Visual Studio and C# for Discord: a chat room service that targets video game players
- Utilized Discord's API and various .NET packages for Visual Studio to allow for web scraping, video download, audio download, and video to audio conversion all through chat room commands
- Documented the bot's main code in-depth and pushed its finalized version to a public repository on GitHub for future use or reference

Personal Development Website (CSS, Git, HTML, JavaScript)
- Created a responsive website hosted by GitHub using HTML, CSS, and JavaScript
- Planned and implemented a responsive layout and dynamic content of each page using CSS classes and JavaScript animations
- Currently using the website to showcase my portfolio and certifications, and to provide a professional summary along with methods of contacting me