Jethrel Pormento

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Skills

Programming: C, C++, Python, Java, MATLAB, HTML/CSS, JavaScript, SQL, Full Stack Development
Tools: Git, SVN, Jira, Redmine, Jenkins, Flask, Teachable Machine, TensorFlow, GIS/QGIS, DOORS, SolidWorks, Agile/Scrum
Languages: English, French

Experience

Computer Engineering Co-op Student, *ArtsNL – St. John's NL*   **April 2024 – Aug 2024**
- Created a prototype for a new company website with HTML/CSS
- Performed data collection and manipulation using Python and Microsoft Excel
- French to English translation of documents
- Mentor and scrum team lead for engineering co-op juniors

Computer Engineering Co-op Student, *Rural Outreach – St. John's NL*   **Sep 2023 – Dec 2023**
- Created maps of rural towns in Newfoundland using QGIS
- Created plans for trails and accessibility features for people with disabilities in Figma
- Worked on improving company website with HTML/CSS
- Designed program brochure on SketchUp

CSC Cybersecurity Co-op Student, *Lockheed Martin Canada – Dartmouth, NS*   **Jan 2023 – April 2023**
- Requirements management using DOORS and DXL scripts
- Performed Java code reviews in Eclipse IDE
- Used SVN for version control
- Jira for scheduling tasks and completing story points
- Participant and occasional team lead for scrum

CSC Software Co-op Student, *Lockheed Martin Canada – Dartmouth, NS*   **Sep 2021 – Dec 2021**
- Performed requirements management using DOORS and DXL scripts
- Java code reviews in Eclipse IDE
- Participant and occasional team lead for scrum
- Co-authored Software Management Plan, detailing best practices
- Reviewed software documents and updated with lead engineers to keep up to standard

Senior Air Cadet, *514 Kinsmen Squadron – St. John's NL*   **Sep 2016 - Dec 2018**
- Learned leadership and teaching techniques
- Taught and supervised junior cadets
- Organized classes and activities such as sports and recreation

Projects

Theia ASL, *Capstone Project - American Sign Language Learning Platform*   github.com/nrhale/Theia-ASL
- Flask web application designed to teach ASL through computer vision (webcams)
- Built machine learning models with Teachable Machine, Python and TensorFlow
- Improved model accuracy by using image processing techniques for sign identification
- Created front-end interface for users
- Performed user tests to gauge the learning experience and improve it

Education

Memorial University of Newfoundland - BEng, Computer Engineering   **Sep 2018 – Oct 2024**