

Mkareos Kzkoz

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EDUCATION

University of Guelph, Guelph, ON, Canada
Honours Bachelor of Computing

Sep 2025 — Apr 2030

EXPERIENCE

Customer Service Representative & Social Media Manager
M&M Local Canadian Business

May 2021 — Present
Canada

- Provided daily in-store customer support, answered product questions, and assisted customers in selecting appropriate items.
- Handled point-of-sale transactions accurately while maintaining a professional and friendly customer experience.
- Managed and updated business social media accounts, contributing to local marketing and customer engagement efforts.
- Worked closely with team members to ensure smooth daily operations and consistent service quality.

PROJECTS

PanicPick—Pixel-Art Web Game | HTML, CSS, JavaScript

- Designed and developed a pixel-art style web game using HTML, CSS, and JavaScript.
- Implemented animated day and night themes to enhance visual immersion.
- Created custom UI animations and transitions while maintaining crisp pixel rendering.
- Built responsive and interactive game menus without the use of external frameworks.
- Structured UI components in a modular way to support future expansion and maintainability.

HealthTracker—Web Application | JavaScript, HTML, CSS

- Developed a web-based application to log daily habits and health-related information.
- Implemented interactive features using JavaScript to handle user input and dynamic updates.
- Focused on creating a simple, intuitive, and user-friendly interface.
- Ensured responsiveness across different screen sizes using modern CSS techniques.

Personal Portfolio Website | HTML, CSS, JavaScript

- Designed and built a personal portfolio website to showcase projects, technical skills, and experience.
- Implemented responsive layouts and clean UI components using HTML, CSS, and JavaScript.
- Focused on clear navigation, accessibility, and visual consistency.
- Used the portfolio as a platform to experiment with UI design and frontend techniques.

C Programming Language Projects | C

- Completed multiple academic and personal projects using the C programming language.
- Worked extensively with core concepts including control flow, functions, arrays, pointers, and memory management.
- Strengthened understanding of low-level programming and problem-solving through hands-on implementation.

Battleship | Java

- Built a Java-based Battleship game where a player competes against an AI opponent on custom grids
- Applied object-oriented design patterns to separate responsibilities across board management, ship placement, and turn logic.
- Implemented an AI decision system that transitions from random search to targeted attacks upon detecting a hit.

SKILLS

Programming Languages: Python, C, JavaScript, Java, HTML, CSS

Frameworks & Libraries: React, Node.js

Development Tools: Git, GitHub, Linux, VSCode, Vercel

Design & Media Tools: Adobe Premiere Pro, Adobe Photoshop, Blender, Unity

Languages: