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Student of

Computer Science Computation Arts Interested in object-oriented programming and web-programming, I like to push myself beyond my comfort zones in order to grow. As a student with majors in both Computer Science and Computation Arts, time management and self-motivation are two of my most crucial skills. I love to expand my horizons. I'm looking for a job where I get to work with a dynamic team in a productive workspace.

SKILLS

10 / 10
Time Management

10 / 10
Java

9 / 10
Adobe Illustrator (and others)

8 / 10
Web Programming

7 / 10

C++

EDUCATION

BCompSci

with Computation Arts
Concordia University
2018 - 2021

DEC

Arts, Literature & Communications Cegep Marianopolis College 2015-2017

EXPERIENCE

VP Design

HackConcordia / Concordia University, Montreal / July 2019-present

Responsible for all visual media concerning HackConcordia and their event ConUHacks. The event hosts 700+ students every year, making it the largest hackathon in Quebec.

- Website design ConUHacks V Website and HackConcordia Website.
- Infographics produced for Instagram, Facebook and print.
- Design of sponsorship package, team uniforms, etc.

Assistant Aquatic Manager

Town of Hampstead / Montreal, Qc / Summer 2019

As Assistant Manager at Hampstead pool, I manage a staff of 20 lifequards and 3 receptionists. Responsibilities include:

- The safety of all patrons both on pool grounds and in the parcs and recreational areas of Hampstead.
- The organization, training and scheduling of lifeguarding staff and reception staff.

ImaginAtlas Rebranding

Marianopolis College / Montreal, QC / Spring 2019

Rebranding of literary magazine ImaginAtlas run by Marianopolis College.

- Creation of several different visual directions / proposals.
- Creation of all visual material including logos, text, titles, icons, stamps, etc.

Projects

Game of Risk

Sep. - Dec. 2019

Language: C++. This program was a collaboration with two peers. It involved use of advanced patterns and program design, including but not limited to the strategy, adapter and observer patterns. The game can be played between two players, or against a computer simulation, at four different levels of difficulty. The game can also simply run through and play against itself.

Sound Filters

Sep.2019 - present

Languages: JS, HTML, CSS, Node.js, Node SQLite3, Ajax. Libraries: WebRTC. This project is a website that allows users to create basic video filters which react to specific levels of frequency on the other user's end and then provides a space to video-chat with other users. The idea is to create a visualization of noise-induced anxiety. A user might create a filter which distorts their face when a high frequency is reached and then apply it when video-chatting with someone who often speaks aggressively to them, thus visualizing the distress they may feel at being addressed aggressively.

Book Database

Feb. 2019

Language: Java. Database created for use in a bookstore – could be used for any kind of inventory. Keeps track of all inventory, allows searching with specific parameters (in an SQL style), allows adding and removing. If I were to recreate this today, I would use a hash table containing AVL trees, allowing for a larger database.

Far Right

Oct. 2019

Language: Java. Game which is played on a list of numbers. The goal is to get to the number at the far right, which is o (the only o in the game). At each position, you can move that number of moves to the right or that number of moves to the left. My program takes an array and a starting index as input, runs through this game recursively and determines if the game can be won.

Temp Visual

Oct. 2019

Languages: HTML/CSS, PHP, Ajax, JQuery, Json. Site which allows user to convert between Celsius and Fahrenheit. The site stores your conversation in a Json file, and then offers you a link which creates a visualization of the temperature you converted. (The visualization offered is an infinite morphing of colors chosen to represent that temperature).

Garden Game

Nov. 2018

Language: Java. Game where two or more players attempt to fill a garden with flowers and trees. The game is won when one player fills the entire garden – but lookout! Your flowers can be eaten by rabbits, and your trees can be blown over. But with a little be of luck and a good strategy, you can win the game.

User Registration

Nov. 2019

Languages: SQLite, PHP, HTML/CSS. System setup to allows users to register, login and to notify the user if a username is already taken, basic setup for any site with a registration system.