



# Brenna N. Epp

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## INDUSTRY EXPERIENCE

### Payworks • Labs Developer • Work Term II

Sep – Dec 2019

- Independently implemented an application prototype based on functional specifications, with a focus on responsive design for mobile and web
- Researched and provided recommendations on technologies, libraries and frameworks to test, build, and style the application

### Ubisoft Winnipeg • Tools Programmer • Work Term I

Jan – April 2019

- Co-built a working prototype for a virtual reality tool from the ground up in an agile SCRUM environment
- Programmed features in C# and ShaderLab to fulfill project requirements, collaborating with studio artists and designers for an improved user experience
- Participated in code reviews and Git merge requests to ensure quality code

### Manitoba Government • Virtual Meeting Services Support

May 2016 – Aug 2017

- Assisted with the successful launch and maintenance of a new department-wide intranet
- Translated an internal handbook to web format to reduce duplication and outdated instructions
- Eased the transition from the old meeting software to the new one by designing guides and references for employees

## EDUCATION

### Bachelor of Computer Science, Honours (Co-op) University of Manitoba

GPA 4.08/4.50

Expected graduation: Dec 2020

## EXTRACURRICULAR

**SoVision (Android game) • Hackathon Group Project** • a social game that makes use of Microsoft Azure's Face API

**Volunteer Tutor • Science Student's Association** • tutoring 2nd year university students

## SKILLS

### Languages

C#  
C  
JavaScript  
Java  
HTML, SCSS  
ShaderLab  
C++  
Python  
Assembly

### Misc.

Oculus (VR)  
Web accessibility

### Frameworks

Vue.js  
Quasar  
Cordova  
Bootstrap-Vue

### Tools

Git  
Unity  
Android Studio  
Visual Studio  
VS Code  
Vi  
Jira