Brittney Oeur

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SKILLS + TOOLS

Languages: C++, Python, Java, HTML, CSS, JavaScript, TypeScript, C#, R, SQL
Tools: React, Next.js, Tailwind, OpenCV
Operating Systems: Windows, Unix/Linux, MacOS, iOS

EDUCATION

Bachelor of Arts in Applied Computing March 2022 – June 2024
University of Washington Bothell

- **Minor:** Informatics
- **Related Coursework:** Object-Oriented Programming, Data Structure, and Algorithms, Software Engineering, Hardware and Computer Organization, Foundational Skills for Data Science, and Database Systems

Associate in Integrated Studies March 2020 – March 2022
Cascadia College

WORK EXPERIENCE

Digital Illustrator, Freelance June 2015 – June 2022

- Utilized Photoshop to draw portraits and designed graphic clothing for a local badminton team

TECHNICAL PROJECTS

WithCare Health Tracking Mobile Application (Prototype), UX Design & Project Management

- Solo capstone project, completed over a 10-week period
- Developed high-fidelity prototype featuring three components: medication management, mental wellbeing, and symptom tracking
- Conducted interviews and usability testing with informal caregivers to inform design decisions and ensure user-centric features
- Focused on comprehensive project management encompassing UX design, user research, and iterative development to create an intuitive mobile application

UW Events, UX Design & Project Management

- Collaborated with a team of five to design and develop a website showcasing events across all University of Washington campuses.
- Led interviews and usability testing with UW students to gather feedback and improve user experience.
- Used Balsamiq for wireframing and Wix.com to build a high-fidelity prototype of the website

Personal Portfolio, Full-Stack Web development

- Developed in TypeScript, Tailwind, React, and Next.js
- Utilized Vercel as hosting platform
- Showcased personal, passionate technical projects

Apex Legends Tracker, RShiny Application

- Solo project, developed using R and powered by RShiny framework
- Extracted and processed data for over 200,000 players' information from a publicly available API
- Achieved a response time of at least 2 seconds for player searches

- Featured a dual-tab navigation bar: the first tab enables user search for players, revealing information about their current active legend; the second tab showcasing the player's top three legends' kills via a bar graph

DS/3DS Chips Detection, Computer Vision

- Solo school project, developed in C++ focusing on computer vision
- Detected DS/3DS chips from the Animal Crossing series, accurately identifying them in various background objects
- Employed various OpenCV methods, including SIFT/ORB algorithms, template matching, co-occurrence matrix, and color histograms
- Achieved a detection accuracy rate of 100%

Pac-Man Assignment, Artificial Intelligence (AI), Search Algorithms and Game Theory

- Two-person collaboration, developed in Python
- Continuous team communication throughout the entire process
- Developed a Pac-Man game, implementing various search algorithms (DFS, BFS, A* Search) and game theories (Minimax, Expectimax, and Alpha-Beta Pruning)

2D Platformer Video Game, Video Game Development

- Solo Unity project, developed in C#, involving object-oriented programming
- Scripted player, enemy, picking up coins, entering/exiting levels, and game sessions
- Integrated free game assets: blocks, slime enemies, hazards coins, and background elements