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|  | | |  | **Chloe Glave** |
| Profile I am a first term BCIT Computer Systems Technology Program student with a passion for software development. I graduated high school in June 2019 in good standing.  **Education**    British Columbia Institute of Technology Completion: Jun 2021  Vancouver, BC     * Computer Systems Technology program   Eric Hamber Secondary School Completion: Jun 2019  Vancouver, BC   * Information Technology 10 – Junior Python * Computer Programming 11 – Intermediate Python * Computer Programming 12 – C++   **Professional Development Courses**   |  |  | | --- | --- | | July 2017 | *Tomorrow’s Masters of Digital Media*  Centre for Digital Media, Vancouver | | Mar 2017 | *Catch the Bug* (Software QA Testing)  UBC Computer Science, Vancouver |   **Accomplishments**   |  |  | | --- | --- | | Feb 2019  Feb 2018 | Canadian Computing Competition  Hosted by the University of Waterloo, Ontario  *Achieved top 25% of participants, 2 years running* | | Feb 2019 | BC Game Jam  BC Institute of Technology (BCIT), Burnaby, BC  *Participant in 48-hour game development marathon* | | 2017 - 2019 | Programmed several small personal game development projects using Game Maker Studio 2  *Projects hosted on GitHub* |   **Skills, Interests & Leadership**   * Proficient in Microsoft Office; Google G Suite; Adobe Creative Suite; Vegas Movie Studio; Game Maker 2   High school library community service volunteer for 4 years |
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