Lauren Hoeft

COMPUTER SCIENTIST

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PROFILE

My experience in quality assurance has given me a deep appreciation for creating simple, robust solutions to complex problems. I especially enjoy engineering these solutions in a collaborative setting and, with this strong foundation, I am excited to contribute to amazing projects!

Rediscovering my passion for coding in QA, I am transitioning into software engineering. The creativity and problem-solving in software development excite me. I am eager to leverage my QA background to build better, more reliable software.

SKILLS

Languages: Python, C, Lua, Java, JavaScript, HTML, CSS, Node
Frameworks: React, Express
Testing: Automated Testing, Jest, TDD
Development: Agile, OAuth, User Auth
OS & Cloud: Linux, MacOS, Windows, AWS, GCP, Azure, Redhat
Tools: Kubernetes, Docker, Git, GitHub, Jira, Shell, Bash, Powershell
APIs & DB: DOM APIs, Web APIs, MySQL, Heroku

PROJECTS

Capstone Project | First-Person Raycast Game

JULY 2024, BRAINSTATION BOOTCAMP

- Developed a first-person game using Phaser, HTML5/CSS3, and TypeScript.
- Implemented websocket communication for real-time multiplayer functionality.
- Utilized raycast rendering techniques written in TypeScript, leveraging WebGL through Phaser for enhanced visual performance.

Industry Project | ScoreQuest for theScore

JULY 2024, BRAINSTATION BOOTCAMP

- Collaborated with a team to create ScoreQuest, a daily quiz feature for theScore app/website aimed at boosting user engagement during the off-season.
- Delivered a detailed hi-fidelity mockup, slide deck, and functional React component prototype.
- Responsible for delivering the functional prototype, ensuring it was responsive, accurate, and portable.

Test Engineer | Network Data Analytics Function

WINTER 2021, SANDVINE PRODUCT LAUNCH

- Core member in qualifying and debugging the first-to-market NWDAF for 5G cloud based networks.

Pair Programmer | C- Compiler

APRIL 2020, COMPILER CAPSTONE

- Utilized my coding experience and algorithm fundamentals to define, plan, and create a functional compiler for a minimal C type language as part of a two man team.

EDUCATION

BrainStation | Diploma, Software Engineering

MAY 2024 - JULY 2024, KITCHENER, ON

University of Guelph | Bachelors of Computing, Minor Criminology & Public Policy

JAN 2015 - APR 2021, GUELPH, ON

EXPERIENCE

Test Engineer | Sandvine

AUG 2021 - JAN 2024, WATERLOO, ON

- Skillfully adapted in-house QA tools to work seamlessly with dockerized scalable services
- Competently and knowledgeably deployed software testing methods in diverse cloud native environments
- Reviewed and identified test coverage requirements while assessing customer feedback to detect faulty areas
- Excelled as the designated QA team member and in delivering a first-to-market 5G Network Data Analytics Functions (NWDAF)