

Kate Vlaar

 vlaar@ualberta.ca
 Calgary, AB, Canada
 linkedin.com/in/katevlaar/
 katevlaar.github.io/KateVlaar/

Work Experience

Microsoft May – August 2020

Software Engineer Intern | Remote

- Integrated search functionality into the existing OneDrive web file picker by developing a reusable search bar component with React and TypeScript.
- Coordinated with various teams to uncover and implement existing search APIs to deliver queried results.
- Added additional logic to support end-to-end search functionality while navigating large multi-repo codebase.

Microsoft January – April 2020

Software Engineer Intern | Vancouver, BC

- Reimagined the Microsoft News Android mobile application for the dual-screened Surface Duo with C# and Xamarin.
- Implemented appealing and reusable feature dialogs to ease users into adopting and exploring the device form factor.
- Reimplemented existing navigation controls on the user interface to suit the device according to design specs.
- Introduced foundational work for drag and drop functionality across dual screens by defining appropriate listeners.

Nokia May – August 2019

UI Developer Co-op | Ottawa, ON

- Improved project management processes by designing and developing an automated full stack web application.
- Developed backend service to communicate with Jira API using custom business logic.
- Automated email updates to project stakeholders.
- Provided full automated end-to-end testing coverage for existing React.js applications using Cypress.js.

CipherFly Software Design May – August 2018

Software Engineering Intern | Calgary, AB

- Worked on an Internet of Things device which provided precision data to farmers to increase crop yield, minimize cost and reduce water usage.
- Used C# to develop and enhance the user interface.
- Integrated GPS location sensing and worked on bit encoding and decoding for storing and sending data.

Education

University of Alberta
Software Engineering, BSc Co-op
GPA: 3.5/4.0 – First Class Standing
Graduation Spring 2022

Skills

Languages: Java, C++, TypeScript, JavaScript, Python, C#, HTML/CSS, SQLite
Frameworks: React, Git, Xamarin, Cypress.js, Firebase

Project Experience

Summit January-April 2021

- Created a complete narrative puzzle game using RPGMaker within an interdisciplinary team while studying game design.
- Delegated tasks, managed scope and led team meetings as the team's producer.
- Developed core puzzle mechanics and produced artwork for the bulk of the game.

Bookworm November 2020

- Coordinated sprints as a member of a self-governed team to develop a book lending Android application using Java + Firebase.
- Responsible for developing book list functionality such as adding, editing, and viewing books and enhancing the UI.

Algorithm Visualizer March 2019

- Developed a desktop application using C++ to perform various graph algorithms on a user-generated graph.
- Developed UI that establishes intuitive user experience and appealing graphics.

TextVenture November 2018

- Created an immersive text-based adventure game using Python.
- Responsible for sprite management, updating state machine and text updates.

Technovation January – April 2017

- Worked with a team to create a mobile application that tackles a United Nations Sustainability goal using MIT App Inventor.
- Performed vigorous market research and developed a concrete business plan to address feasibility of application.