Kate Vlaar

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Skills

Languages: C++, Java, JavaScript, TypeScript, Python, C#, HTML/CSS, SQL/SQLite

Frameworks/Technologies: React, Git, Xamarin, Cypress.js, Firebase

Education

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

Work Experience

Endeavor Technologies Corp.   August 2020
Frontend Web Developer Contractor | Calgary, AB

- Designed and developed a task-management web application according to software requirements specification with React.
- Developed numerous task features under a tight deadline.

Microsoft BigPark   May – August 2020
Software Engineer Intern | Vancouver, BC

- 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 API's to deliver queried results.
- Added additional logic to support end-to-end search functionality while navigating large multi-repo codebase.

Microsoft Garage   January – April 2020
Software Engineer Intern | Vancouver, BC

- Worked as part of a team to reimagine the Microsoft News Android mobile application for the Surface Duo with 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

- Designed and developed a full stack web application to automate a lengthy project management process.
- 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.

Project Experience

Bookworm   November 2020

- Coordinated sprints as a member of a self-governed team to develop a book lending Android application using Java and 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.

Extra Curriculars

HackEd Beta   November 2018

- Worked on a team of five to develop a fully functional, original game in Python.
- Worked under a 24-hour time constraint using git to collaborate with peers.
- Responsible for sprite management, updating state machine and text updates.

Technovation   January - April 2017

- Technovation is an international competition to promote female involvement in STEM.
- Worked with a team to create a mobile application that would tackle a United Nations Sustainability goal using MIT App Inventor.
- Performed vigorous market research and developed a concrete business plan to address feasibility of application.