Kristin Theoret

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HIGHLIGHTS:

- 2+ years of technical support experience in **VR, gaming, and system optimization**, troubleshooting **hardware/software issues, BIOS updates, and performance bottlenecks**.
- **Software Developer AR/VR Co-op** at VARLab, contributing to **augmented and virtual reality platforms** through **C++, C#, and Unity3D development.**
- Pursuing **Software Engineering Technology (Co-op) at Conestoga College (3.4 GPA),** with hands-on experience in **game development, agile methodologies, and software testing.**
- Strong experience with **Microsoft technologies (Visual Studio, Win10 64-bit), Agile software development, and Unity asset management.**
- **Front-end web development experience (HTML, CSS, JavaScript),** and built a **portfolio website with interactive UI features.**
- Skilled in **Jira, Confluence, and version control** for project tracking, sprint demos, and documentation.

EDUCATION

Software Engineering Technology (Co-op)   Expected Graduation: April 2026
Conestoga College, Waterloo Campus
          • Varsity Esports Valorant Player | **3.4 GPA**

EXPERIENCE

VARLab, Conestoga College, Waterloo, ON   **September 2024 – Present**
Software Developer AR/VR Co-op (Winter)

- Contributing to the **design, development, and testing of an AR/VR platform** for applied research projects, ensuring modularity and extensibility.
- Developing and troubleshooting applications using **C++, C#, and Unity3D**, optimizing performance for **interactive simulations.**
- Managing **graphical and audio assets in Unity3D**, integrating optimized textures, animations, and sound elements.
- Assisting in **gathering requirements and implementing Agile methodologies** through weekly sprints and backlog prioritization.
- Executing **software quality testing** to ensure performance benchmarks, reliability, and usability within **AR/VR environments.**
- Utilizing **Jira and Confluence** for sprint planning, documentation, and tracking project milestones.

DLX IT Support Technician (Spring)

- **Established minimum specifications for VR simulations through detailed analysis of hardware and software requirements**, leading to a 40% improvement in testing accuracy and performance reliability during initial development phases.
- **Resolved hardware issues**, such as a senior developer's Alienware laptop camera, by performing a full system scan, diagnosing the problem, and executing a BIOS update, restoring functionality crucial for virtual meetings.
- **Documented tasks and prepared sprint demos** for developers using Confluence and Jira, ensuring accurate and timely reporting on project progress and technical requirements.
- **Supported game jams with over 70+ participants**, providing technical assistance and optimizing performance using Unity for creative development.

Esports Hub Attendant, Conestoga, Waterloo, ON   **October 2023– August 2024**
- **Diagnosed and resolved technical issues for 35+ Student PCs and gaming consoles**, both hardware and software, using troubleshooting methods and implementing effective solutions.
- **Ensured regular system maintenance** by overseeing automated updates and verifying equipment performance to maintain system reliability.
- **Managed automated updates and remote control** of student PCs and consoles, ensuring seamless and efficient check-in processes for participants.

Law Assistant/ Law clerk, Daniel & Partners LLP St Catharine's, ON   **November 2021 – April 2022**
- **Lead the preparation of an average of 20+ legal documents** per week, showcasing proficiency in legal documentation, data entry, and document management and workflow.
- **Managed around 250 client email inquiries per week**, efficiently organizing and prioritizing responses to maintain exceptional client communication.
- **Answered up to 10 calls per shift**, providing timely assistance with closing dates for high-profile cases and maintaining strong client relationships.

PROJECT WORK

Portfolio Website (2024 – Ongoing)
- Designed and developed a **single-page portfolio website** showcasing **Unity game development, AR/VR projects, and software engineering experience.**
- Implemented **interactive features** such as **night mode toggle, dynamic resume download button, and seamless internal navigation** using **HTML, CSS, and JavaScript.**
- **Optimized UX/UI design**, leading to a **25% increase in visitor interaction** and engagement.

TECHNICAL SKILLS

- **Programming:** C++, C#, Python, JavaScript, SQL
- **Game Development:** Unity3D, AR/VR frameworks, Asset Management
- **Software Tools:** Visual Studio, Git, Jira, Confluence
- **Software Testing:** Debugging, Performance Optimization, Automated Testing
- **Web Development:** HTML, CSS, JavaScript
- **Operating Systems:** Windows 10/11, Linux