
TECHNICAL SKILLS

Programming Languages

- React
- Go
- PHP
- Java
- C
- C++
- Ruby
- HTML

Software

- Gitlab
- Docker
- MySQL
- JetBrains IDES
- Visual Studio Code
- iTerm2
- Jira Kanban boards
- Microsoft Office

INDUSTRY EXPERIENCE

Software Developer Co-op

January – April 2020

Bold Commerce

Project Mayhem is a team at Bold Commerce dedicated to creating and maintaining APIs and tools to be used in e-commerce by other Bold teams and third-party developers.

- Partnered with a team member on a self-directed project making changes to an administrative application to make life easier for Bold developers and the Mayhem team
- Developed full features for applications managing Mayhem services
- Enhanced UI of Bold applications with bugs noticed on unrelated tickets as well as an attention to detail on bug fixes
- Improved front-end testing framework by noticing discrepancies and upgrading microservices
- Improved APIs and applications used by many of Bold's dev teams using Microservices, containerized gRPC, React, and Go
- Adapted to changes caused by a team and language switch as well as a change to remote work

EXTRACURRICULAR

President, Women in Computer Science (UMWICS)

April 2020 – Ongoing

Treasurer, Women in Computer Science

April 2019 – March 2020

University of Manitoba

- Elected to lead the student group in its mandate of addressing the gender imbalance present in the Computer Science field
- As Treasurer, created processes and documentation for the first ever UMWICS scholarship
- Coordinating 3–5 events a semester to bring together Computer Science students and also to reach out to public school students and get them involved in Computer Science
- Ensuring that all members feel safe and respected by addressing concerns fairly
- Being the first point of contact for outside groups helping to organize events or scholarships

Panel Member & activity co-organizer, Go Code Girl January 2019 & 2020
Wise Kid-netic Energy and STEAM UManitoba

- Co-ordinated with STEAM lab and volunteers to plan a cryptography and maze solving activity
- Organized meetings with volunteers to work out the details of setup and running the activity
- Spoke at a lunchtime question forum about being a Computer Science student
- Supervised student progress and adjusted activity accordingly

Hackathon Participant December 2019
University of Manitoba Dev Club

- Created and presented the framework of a personal website in a day-long hackathon

Game Jam Participant November 2019
University of Manitoba Computer Science Students' Association

- Created the player character for a Unity game and developed its controls and locomotion
- Developed a menu screen to clean up the game experience

ADDITIONAL EXPERIENCE

Learning Assistant, Department of Computer Science September – December 2019
University of Manitoba

- Assisted introductory Computer Science students with understanding course material
- Exercised exceptional communication skills to explain new concepts to students in a way that they understood.

Animatrice (*Camp Counselor*) July – August 2019
Explore de Trois-Rivières

- Coordinated with a team of 18 to organize and undertake multiple large-scale outings and events for high school French Immersion students
- Planned and implemented daily activities, both individually and in teams
- Taught a weekly workshop on video creation to give students a new context in which they could practice language skills
- Organized spontaneous activities when plans fell through due to extenuating circumstances

EDUCATION

Bachelor of Computer Science, Honors Co-op 2018 – Ongoing
University of Manitoba

International Baccalaureate French Immersion Diploma 2012 – 2016
Collège Sturgeon Heights Collegiate