Lian Lambert

lian1lambert@gmail.com | ⌗ GitHub | ▣ LinkedIn

EDUCATION

McGill University
Bachelor of Arts
Dec 2024

Majors: Software Engineering and Psychology

Courses: Software Systems, Algorithms and Data Structures, Modern Computer Games, Software Design, Database Systems

SKILLS

Programming Languages: Java, Python, C#, JavaScript, TypeScript

Frontend: Vue.js, Vuex, React, React Native, HTML, CSS, Bootstrap

UI/UX: Figma

Game Development: Unity

Development Tools: Agile (Scrum/Kanban), Git

Languages: English (fluent), French (working proficiency)

WORK EXPERIENCE

Hivestack   Montreal, QB
Frontend Developer Intern   May 2024 - Dec 2024
- Developed interactive components for Hivestack's digital Out of Home (OOH) ad tech platform using **Vue.js**, **Vuex**, and **TypeScript**, improving user experience and ensuring efficient deployment via **CI/CD** pipelines
- Collaborated directly with users via **Jira boards** to gather requirements, address feedback, and deliver tailored solutions

Stocate   Montreal, QB
Usability Engineer Intern   Jan 2024 - May 2024
- Gathered user feedback using **codesign sessions** and **usability testing**
- Developed **prototypes in Figma** to model proposed changes and ensure comprehensive stakeholder understanding
- Implemented feedback on the Stocate **app** and **website** using **React**, **React Native**, **C#** and **PostgreSQL**

IMMO SQUARE   Montreal, QB
Junior Web Developer   June 2023 - Aug 2023
- Developed and maintained highly functional, responsive and visually appealing web pages using **HTML, CSS, Bootstrap** and **JavaScript**

PROJECTS

🔗 **Commit2Gather**   Dec 2024
- Designed and developed an appointment booking software using the **MERN stack** that allows schedule and manage their meetings

🔗 **The Adventures of Super Cool Carrot Rocket Chessmaster Girl**   Jan 2024
- Designed and developed a 2D pixel art shoot'em up game using **Unity** and **C#** in under 48h for McGame Jam 2024
- Won **Best Gameplay**, awarded by Ubisoft

🔗 **Game Design Portfolio**   Dec 2022
- Collaborated with the developer of the mobile app Don't Fall Down! to use game design principles to improve player experience.
  - Modifications published in Version 1.2
- Explored the game design by sketching a level design for the game Fall Guys

ACTIVITIES

McGill Computer Science Undergraduate Society (CSUS)   Montreal, QB
Tutor   Sept 2023 - Dec 2023
- Enhanced students' understanding of CS courses at McGill by providing code review, concept explanation, and troubleshooting during weekly office hours
- Awarded the **Tomlinson Engagement Award for Mentoring (TEAM)**

Girls Who Code   Montreal, QB
Educational Facilitator   Jan 2023 – Apr 2023
- Introduced students to coding and **Unity** through fun, and personalized coding guidance starting with **Scratch, Python** and **C#**