







MANDY MEINDERSMA

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Edmonton, Alberta, Canada 



EDUCATION

Bachelor of Science, Specialization in Computing Science | University of Alberta

Graduated: May 2019 - Relevant Courses: web development, Android development, software lifecycle, algorithms, robotics(goo.gl/9WGGDr), machine learning, reinforcement learning.



EXPERIENCE

Software Engineer | Air Trail

May 2019 to Present – Aviation software – Edmonton

Completed React stories and bugs efficiently via Agile and Kanban environments.

Improved documentation for running, testing and contributing to repositories.

Built a Python backend with Flask that dynamically generates PDF's based on an API request.

Software Engineer Intern | Intuit Canada + Intuit USA

January 2017 to August 2018 – Financial software – Edmonton + Mountainview, California

Coded Front-End, Back-End and User Interface automation while on 12-person team.

Specialized in coding React, Redux and Dojo and having at least 85% of code unit tested.

Learned how to make applications more accessible for users with disabilities using ARIA.

Made internal tools for other developers by changing legacy code that was 3+ years old.

Imaging Programmer | Mazakowski Heart Institute

November 2016 to March 2018 – Medical Research lab – Edmonton, Alberta

Refined an existing code base to analyze Cardiac MRI's allowing analysis of abnormalities.

Ran user studies on physicians to iterate on the user interface with continuous feedback.

Presented at multiple conferences around Canada about my lab research work.



SKILLS

Fluent in Python, JavaScript, HTML, CSS

Proficient in SQL, MATLAB, C, Java, ROS

Tools: Git, JIRA, PyQt, Jenkins (CI/CD)

Frameworks: React, Redux, D3.js, Flask



VOLUNTEER

President and Vice President Conference | Ada's Team

January 2016 to May 2019 – Computing Science Diversity student club

Designed a clean User Interface for the club's website which worked on mobile and desktop.

Sent 30 students to Quebec and Houston for computing conferences to present their research.

Raised and budgeted \$22,000 to sponsor students across North America with no deficit.



PROJECTS

HackED - January 2019 - Developed a web-app to make sure students are on track to graduate.

D3 Hackathon - November 2018 - Created a responsive webpage using D3 animations.

Equithon - May 2018 - Coded a React chatbot with 3 other people to win first in our category.

AAAI Outreach - January 2018 - Designed robotic experiment to aid children with autism.

Soldering - Since 2010 - Tinkered with components to light them up and learn about them.