

# Natalie Fleury

nataliefleury.github.io | github.com/NatalieFleury | Computer Science 2B, ID:20653223  
nfleury@edu.uwaterloo.ca | 519.998.7063 | Canadian, British, and Caymanian citizen

## QUALIFICATIONS

### PROGRAMMING SKILLS

Python • C • C++ • Git • Dr.Racket  
HTML • CSS • JavaScript •  $\text{\LaTeX}$   
Linux • Bash • PHP • CockroachDB

### TRANSFERABLE SKILLS

**Self-starter**, demonstrated through projects created outside of the classroom

**Great communicator** developed through tutoring and counselling positions

**Organized and dependable** as seen through dedicated work at QuickTapSurvey

**Great team player**, improved by MUN and Washroomswhere large group projects

## EDUCATION

### UNIVERSITY OF WATERLOO

Candidate for Bachelor of  
Computer Science  
Honours Program  
Expected Graduation 2021

### CAYMAN INTERNATIONAL

International Baccalaureate  
Diploma Program  
Graduated June 2016

## SOCIETIES

### SHAD FELLOW

A month-long pre-university STEM and entrepreneurship program. Completed a business plan for an app that would engage children in fun physical activity

### NATIONAL HONOUR SOCIETY

A member of the organization recognizing "scholarship, service, leadership, and character"

## INTERESTS

- Spanish and beginner's Italian
- Volleyball and Snowboarding
- Attending hackathons
- PC Gaming: League of Legends
- Singing, ukulele, guitar, and piano

## EXPERIENCE AND PROJECTS

### QUICKTAPSURVEY | QA Analyst | Sept-Dec 2017

- Thoroughly tested features, enhancements and bugs on QuickTapSurvey's **Web**, **iOS**, and **Android** apps
- Found the most bugs out of all QA Analysts, and efficiently completed regression testing before releases
- Wrote a detailed report about the need for mobile automation and how implementing it would positively affect the company

### GAME SERIES | Personal Project

- Battleship (**Python**): Originally part of the Codecademy online Python course, then later improved game-play, interactivity, and visual layout
- Minesweeper (**C**): Created to diversify game creating method and skills
- Mancala (**Python**): Created to practice and improve Python skill

### WASHROOMSWHERE | Hack the North

App created at a hackathon that shows users where the nearest restrooms are. Utilized **JavaScript**, **PHP**, and Google Maps API to create a **CockroachDB** database to organize data in the app.

## EXTRACURRICULARS

### MODEL UNITED NATIONS (MUN) | 2015-2016

- Elected to attend the Chicago International Model United Nations (CIMUN) twice due to good communication skills, and was the first student from the Cayman Islands to win an award at a MUN conference.
- Assistant Coordinator for the first MUN conference in the Cayman Islands, where students from almost every school on island attended.

### YMCA CAMP FOR CHILDREN | Camp Counsellor | 2015-2016

- Organized and executed day camp activities for children
- Instructed and cared for children, showing competence and leadership

### GEORGE TOWN PRIMARY SCHOOL | Tutor | 2016

- Helped primary school children with homework in an after-school club
- Lead activities like reading and teaching the children to use a computer, requiring clear communication skills

### ISLAND VETERINARY SERVICES | Clinical Intern | 2015-2016

- Participated in two internships where I assisted the surgeon by providing her with additional supplies when needed
- Cleaned and sterilized surgical tools, cleaned the floors and cages, and cared for the animals through thorough organization

## AWARDS

- |      |   |
|------|---|
| 2016 | University of Waterloo Euclid Contest School Champion         |
| 2016 | University of Waterloo President's Scholarship of Distinction |
| 2016 | Cayman Islands Government Overseas Scholarship                |
| 2015 | Delegate's Choice Award at CIMUN conference                   |
| 2015 | Community Asset Award for abundant volunteer work             |