

Natalie Fleury

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Computer Science 3B | Canadian, British, and Caymanian citizen

QUALIFICATIONS

LANGUAGES

C++ • C# • C • Objective-C
Swift • Python • Java • Scala
Bash • Assembly • Dr.Racket
HTML • CSS • JavaScript • L^AT_EX

TECHNOLOGIES

Git • SQL • Linux • Azure
Docker • AWS • REST

TRANSFERABLE SKILLS

Great communicator developed through tutoring and counselling positions
Organized and dependable seen through work experience
Great team player, proved by MUN and Washroomswhere 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

EXTRACURRICULARS

VOLUNTEERING

Volunteered with local Humane Society for several years and with primary school children to help them with their homework and clubs

MODEL UN

Attended CIMUN (see Awards) twice and helped organize the first MUN conference in the Cayman Islands

INTERESTS

- Snowboarding
- Learning other languages (currently Japanese)
- Ukulele, guitar, and piano
- Anthropology

EXPERIENCE

MICROSOFT | SWE Intern | January-April 2019

- Helped create AppCenter's Identity module integrating Azure AD B2C, greatly reducing the overhead for mobile devs to identify their users
- Helped create AppCenter's Data Storage module, allowing offline usability of our customers' apps through caching
- On both modules I worked with C#, Objective-C, and Java

MICROSOFT | SWE/PM Intern (Explorer) | May-August 2018

- Added features to the Visual Studio IDE in C++ and C#, leading to enhanced functionality and a better user experience
- Completed user studies, a comparative analysis to competitor products, and made mock-ups of feature concepts

QUICKTAPSURVEY | QA Analyst | September-December 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 report about the need for mobile automation at the company

PROJECTS AND EXTRACURRICULARS

UWEN | University of Waterloo Energy Network | 2019

- A club focused on clean and sustainable energy
- Contributed to UWEN's website by fixing bugs and adding new functionality like linking to social media
- Helped organize Waterloo's first clean energy hackathon

ENTECH | Development Division | 2017/2018

- A club dedicated to helping the elderly through technology
- Participated in creating an action plan document and visual designs on Android Studios for an app that would match simple photos with their meanings, which could help people with Alzheimer's

GAME SERIES | Personal Projects | Ongoing

- Battleship (Python): Created to teach myself how to program
- Minesweeper (C): Made to diversify game creating method and skills
- Lights Out (C++): Developed to practice OO programming skills
- TicTacToe (Python): Made for fun and to learn PyGame

WASHROOMSWHERE | Hack the North | 2016

- App that would show users where the nearest restrooms are
- Utilized JavaScript, PHP, and Google Maps API to create a CockroachDB database to organize data in the app

AWARDS

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|------|---|
| 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 |