

# Natalie Fleury

nataliefleury.com | github.com/NatalieFleury | nfleury@edu.uwaterloo.ca  
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<sup>A</sup>T<sub>E</sub>X

### TECHNOLOGIES

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

### TRANSFERABLE SKILLS

**Great communicator** developed through UWEN and volunteering 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

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