

SHAELYNN BROWN

Computer science student

✉ shaeb@uvic.ca

☎ 604-223-2414

🌐 /shaebrown

🌐 www.shaebrown.me

EDUCATION

Bachelor of Computer Science, University Of Victoria

2014-2019

7.4 Overall GPA and 8.3 over CSC courses on UVIC's 9 point scale,
T.S. McPherson Renewable Entrance Scholarship

Brooks Secondary, High School

2010-2014

92% Grade 12 Average, Principal's Honor Roll, Top Student : Math 12 and Video Game Design, First Credit Union Scholarship Grandma Bird - James Thompson Scholarship, Royal Canadian Legion Scholarship and Poppy Trust Account Bursary, Vancouver Foundation (George Pensom Bursary), Passport to Education, Provincial Exam Scholarship

COMMUNITY

Ladies Learning Code, Volunteer/Mentor

May 9 2015-Present, Victoria BC

Volunteered for the HTML & CSS: Building a Multi-Page Website Workshop
Mentoring at the upcoming Python workshop

Girls Learning Code, Mentor

September 2015 - Present, Victoria BC

Mentored four girls throughout the day with their projects and learning how to build a game using Scratch.

Mentoring for the upcoming HTML/CSS workshop

Microsoft Mentorship, Mentee

Septemer 2014 - June 2015, Victoria BC

Shared projects, learned algorithms and design patterns, and was given advice from a former Microsoft Intern.

Uvic GameDev, Attendee

Since September 2014, Victoria BC

Attend presentations on game design topics, support student game developers, and design games. I attend the occational meeting when a senoir member is planned to presentate on an interesting topic.

Programming Club, Attendee

Since May 20, 2015, Vltoria BC

Practice Algorithms and collaborate on projects. I've attended a few meetings in the summer and plan to be more involved in the fall when there are more people attending.

COMPETITIONS

Hacker Rank

Counter Code 2015: Complete 8 challenges on Algorithmic Programming within 24 hours. Ranked top 20%

PROJECTS

shaebrown.me, August - September 2015

Online Portfolio

Created with the bootstrap theme and the django web framework. From the admin page projects, code snippets, code categories, and tags. These can be viewed through featured section, by tag, by search terms, all sections and can be sorted by name or date. Also includes pagination and a contact form

UVIC MAPS, In Development

Android App

Using the Android Studio IDE and working with the Google Maps API. The app displays a Satellite Map view of UVIC with icons. I am planning on adding a UI, and implementing a shortest path to next class feature

Aduiva, September 2014 - December 2014

Four-Player Real Time Strategy Game

Made using Game Maker Studio. The path finding, AI, and Inventory System are written in GML

Gehenna, January 2014 - June 2014

Survival First Person Shooter

Developed using Cry Engine and Cry Engine assets
Scripted AI behaviour and dynamic spawning using Cry Engine's visual scripting. Designed a detailed 3d level with Cry Engine assets

Athena, September 2013-December 2013

Adventure Role Playing Game

Designed a large 2d level with puzzles using open source assets. Character statistics, inventory, UI, object interaction are all scripted with GML

TECHNICAL SKILLS

Languages: Java, Python, C, Assembly, HTML/CSS, learning C++

Tools: Pycharm, Android Studio, Github, Bootstap, Django

Game Engines: GameMaker, CryEngine, Unity

Operating Systems: Windows, Mac, Linux/Unix