Shaelynn Brown

Computer science student

shaeb@uvic.ca
604-223-2414
/shaebrown
www.shaebrown.me

EDUCATION

Bachelor of Computer Science, *University Of Victoria, 2nd year*

September 2014-2019, Victoria BC
7.4 Overall GPA and 8.3 over CSC courses on UVIC's 9 point scale,
T.S. McPherson Renewable Entrance Scholarship

Relevant Courses:

- *Algorithms and Data Structures I and II*
- *Object Orientated Software Development*
- *Software Development Methods*
- *Discrete and Combinatorial Mathematics*

Brooks Secondary, *High School*

2010-2014, Powell River BC
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

Women in Computer Science and Engineering, *Outreach Coordinator*

Since October 2015, Victoria BC
Our mission is to promote gender diversity in technical related jobs. This semester I will be coordinating the Outreach program. My job is to contact local Brownies and Girl Guide groups to offer them our workshops. I will be creating the schedule for our visits and finding volunteers. I will then be planning a training session for volunteers as well as helping with the workshops.

Ladies Learning Code, *Volunteer/Mentor*

May 9 2015-Present, Victoria BC
Through Ladies Learning Code, I'm helping women in the community to develop digital literacy.

- *Volunteered for the HTML & CSS: Building a Multi-Page Website Workshop.*
- *Mentored at the National Learning to Code Day Python workshop.*
- *Mentoring at the upcoming HTML & CSS Workshop.*

Girls Learning Code, *Mentor*

September 2015 - Present, Victoria BC
Through Girls Learning Code, I'm helping girls gain confidence and express creativity through learning technical skills

- *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.

Programming Club, *Member*

Since May 2015, Victoria BC
Discuss algorithm solving techniques and practice for the ACM ICPC programming qualifier.

PROJECTS

Monopoly, *In Development*
Java Board Game
In my Object Orientated Software Development class, my group and I have began creating the game of Monopoly in Java. We are implementing the Model-View-Controller design pattern. I've contributed by building a GUI with swing. I have started on the controller classes for the die and the players.

shaebrown.me, August - September 2015
Online Portfolio
Created with a bootstrap theme and the django web framework. Models include projects, code snippets, code categories, and tags. These models communicate with the featured, tag, and search views. Others features are a sorting filter, 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
Scripted AI behavior and dynamic spawning using Cry Engine's visual scripting. Designed a detailed 3d level with Cry Engine assets. Integrated a high score menu made in Flash.

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, HTML/CSS, Assembly*

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

Game Engines: *GameMaker, CryEngine*

Operating Systems: *Windows, Mac, Linux/Unix*

COMPETITIONS

Hacker Rank: Counter Code 2015
Worked on 8 challenges on Algorithmic Programming within 24 hours. Outputs were judged on correctness and running time. Ranked top 20%

Microsoft Coding Competition 2015
Solved a radix conversion problem and gained team skills.

ACM-ICPC Qualifier
Working as a team of three, we spent 6 hours completing algorithm problems of various difficulties. It was satisfying having to identify which algorithms and data structures to use in order to solve the problems