

# Sophia Clifton-Harting

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<https://github.com/SophiaClifton> | [sophiaclifton.github.io/](https://sophiaclifton.github.io/)

## Education

**Concordia University** Bachelor of Computer Science (Co-Op) September 2022 – Dec. 2025  
Gina Cody School Women in Engineering Entrance Scholarship (2022)  
Dean's List Student (Fall 2022 - Winter 2023)

### Relevant Coursework

• Data Communication and Computer Networks • Embedded Systems • Information Systems Security

CGPA: (3.78/4.30)

## Experience

**CRM Web Developer Intern**, Ubisoft – Montréal, Québec May 2024 – August 2024  
(Co-Op)

- Collaborated within an **agile**, cross-functional team of designers, developers, and operations specialists to drive the timely and successful launch of campaigns and projects.
- Utilized **HTML** and **CSS** for dynamic email creation, and implemented **AMPscript** for adaptive content, addressing variables such as region, language, and player preferences to enhance personalization and engagement.
- Employed **Jira** to track open tickets and manage project progress, and used **Salesforce** for efficient email creation and campaign management.

**IT Support**, Concordia University – Montréal, Québec August 2023 – Dec 2023  
(Co-Op)

- Assisted clients by troubleshooting **SAP Concur** and **Ariba**.
- Researched SQL and created an automated dashboard using **SQL**, **SSMS** and **Excel** to highlight the center's performance statistics.

## Skills

**Programming Languages:** Java, Python, C++ , C, C#, Bash, PHP, SQL, MARIE Assembly, HTML/CSS, JavaScript, AMPscript, JSON, LaTeX, Erlang, Clojure

**IDEs & Editors:** Visual Studio, VS Code, Eclipse, Android Studio, PyCharm, vim, Unity, Unreal Engine

**Databases:** MySQL, MS SQL Server

**Operating Systems:** Kali Linux, Ubuntu, ROS2, Windows

**Frameworks/Libraries:** NodeJS, ReactJS

**Cloud and Development Platforms:** Google Cloud, phpMyAdmin, Vercel

## Personal Projects

**World Map Data Site - Backend Development Project** – [github.com/SophiaClifton/WorldMap](https://github.com/SophiaClifton/WorldMap)  
[View here](#)

August 2024 – Present (**In Progress**)

- Developed an interactive website with an SVG country map, allowing users to click on countries to view capital data such as local time and date, weather and city population.
- Utilized **Node.js** for **backend development** to fetch data from various **APIs**, including country capital, time, and weather, and integrated a MySQL database for population data. The frontend was crafted using **HTML** and **CSS** for a responsive design.
- Set up and managed a **MySQL database** on an online server, accessed via terminal. Created and configured the database for seamless data retrieval and manipulation. Used **phpMyAdmin** to verify the database name and table entries.
- Deployed the **Node.js** application using **Vercel**, ensuring scalable, free and efficient hosting. This deployment allows the website to be easily accessible online, enabling real-time data fetching, web access, and user interaction, thereby mainstreaming my application.

## Portfolio Website – [sophiaclifton.github.io/](https://sophiaclifton.github.io/)

- A portfolio website coded using **HTML**, **CSS**, and **JavaScript** showcasing my art, games, and competitions.
- Involves a dynamic layout and multiple functionalities that allow for smooth navigation through the pages.

## Hackathons & Competitions

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**XTREME Programming 2nd place Winner**, Concordia ENGWEEK – Montréal, Québec March 2024

- Used knowledge of **data structures and algorithms** to efficiently implement challenge requirements.
- Solution available at: [github.com/SophiaClifton/XTREME-Programming-Competition](https://github.com/SophiaClifton/XTREME-Programming-Competition)

**CS Games**, Ecole de Technologie Supérieure – Montréal, Québec March 2024

- IOT challenge: Used **Kali-Linux** and **Ghidra** to reverse engineer the software on a **Raspberry Pi**.
- Art Forgery Challenge: Replicated **HTML** pages in quick, successive rounds.

**AtHacks CTF**, Hexploit Alliance – Montréal, Québec March 2024

- Placed **19th** out of 102 teams participating in the capture-the-flag cybersecurity challenges.
- Penetration testing web applications and APIs using **Nmap**, **Metasploit**, **Burp Suite**, and **fuff** / **fuzzing**.
- Reverse engineered applications using **Ghidra** and **Apktool**.

**ConUHacks VIII - Behavior Interactive Winner**, ConUHacks VIII – Montréal, Québec January 2024

[View here](#)

- Developed a mathematical model that predicts queue times in Dead by Daylight by considering factors such as time, region, platform, party size, probabilities of different regions queuing solo vs partied, killer:survivor ratios, and rank diversity.
- Developed a comprehensive player database to support a mathematical model predicting queue times in Dead by Daylight. The database included values for region, time, party-size, rank and player role.
- Used **Unity** and **C#** to re-imagine a Dead by Daylight lobby, and integrated the created mathematical model and player database to visualize data in a 3D and interactive way, and to predict queues time dynamically using the database entries.

## Other GameJam Experiences

Ubisoft Gamelabs 2024, Fall 2023 Concordia Game Jam, Ubisoft Creative Jam Fall 2023, 2023 New Year's Game Jam by Gx.Games

## Other CTF Experiences

Northsec 2024, ULCTF 2024, JFFI CTF Competition 2024

## Professional Associations

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**Marketing Director**, Software Engineering and Computer Science Society (SCS) April. 2023 – Present

- This position involves weekly team meetings where team members discuss marketing strategies and content creation for future events.
- Working seamlessly to promote SCS events, and have seen great results with events such as Wine and Cheese in which tickets were fully sold out.