Michelle Kee

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Summary of Skills

Languages: Java, C, Python, C#, Groovy, TypeScript, JavaScript, HTML, CSS
Frameworks: Angular, React, Spring, Bootstrap, Bulma

- Experienced with software design and software development life cycle through university courses and team projects
- Strong analytical skills developed through solving complex mathematical and programming problems to create efficient solutions
- Exceptional organizational skills in designing projects by using UML diagrams or CRC cards in order to have a clear plan of program structure

Education

UNIVERSITY OF TORONTO | HONOURS BACHELOR OF SCIENCE | 2018-2022

- Specialist (Co-op) Computer Science – Software Engineering Stream
- Entrance Scholarship of value $1500 (Sept 2018)
- Dean's List (October 2019)

Relevant Projects

DOODLE JUMP | NOVEMBER – DECEMBER 2020

- Created a 2-player version of the game Doodle Jump using MIPS Assembly

TOKIBUN.GITHUB.IO | MARCH 2020 – PRESENT

- Self-taught Angular, TypeScript, HTML/CSS, Bulma to create a personal portfolio website

FANLINC | OCTOBER – DECEMBER 2019

- Technology: MongoDB, GraphQL, Spring, React, Typescript, Java
- Worked in a team of 5 to create a social media platform for people in different Fandoms to connect, chat, and plan events.
- Worked on both Front-end and Back-end portions of the project

Work Experience

APPLICATION DEVELOPER | CIBC | JANUARY - APRIL 2020

- Developed Groovy scripts to automate processes within Jira Service Desk using Scriptrunner plugin
- Assisted in designing a modified workflow for PSBT Intake Management Team to better track intakes using Jira Service Desk
- Attended weekly meetings and demos to ensure implemented scripts and workflow satisfies the team's needs