

Victoria Leliveld

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OBJECTIVE

Motivated Computer Science and Psychology student minoring in UX Design seeking employment to apply technical expertise and interdisciplinary knowledge to create solutions in technology, human behaviour, and user experience.

SUMMARY OF QUALIFICATIONS

- Developed software solutions using Python, Java, C, HTML, JavaScript, R, ARM Assembly, and LaTeX.
- Built responsive web applications using React.js, Vite, Tailwind CSS, and Electron.js.
- Designed and developed user-friendly solutions by applying UX principles, user research, and prototyping.
- Collaborated using Microsoft Office, Google Workspace, Windows, GitHub, VS Code, Figma, and Canva.
- Strengthened problem-solving, collaboration, and communication skills through coursework and projects.

EDUCATION

Bachelor of Science in Computer Science and Psychology Sept. 2023 – Apr. 2027
Wilfrid Laurier University Waterloo, ON

- Minor in User Experience Design, Concentration in Computation and Cognitive Neuroscience.
- 4.0 GPA, Dean's Honour Roll Recipient.
- President's Gold Entrance Scholarship Recipient, Husky Injection Molding Systems Scholarship Recipient.

EXPERIENCE

Software Development Assistant Apr. 2025 – Aug. 2025
Teknion Toronto, ON

- Developed PyQt5 front-end login and scan interfaces on a Raspberry Pi system to enable task tracking.
- Integrated front-end features with backend functionality in collaboration with a mentor.
- Gained hands-on experience with practical software deployment and exposure to factory operations.

Digital Electronics Instructional Assistant Sept. 2025 – Present
Wilfrid Laurier University Waterloo, ON

- Guided students through breadboarding, circuit design, and digital logic concepts in Digital Electronics labs.
- Assessed lab completion and graded online exercises and term-long circuit design projects.
- Supported student learning by clarifying technical concepts and providing constructive feedback.

Faculty of Science Orientation Representative Sept. 2025
Wilfrid Laurier University Waterloo, ON

- Greeted students at the Computer Science program booth during the Faculty of Science Welcome Reception.
- Answered questions and shared academic experiences to support incoming students.
- Facilitated connections between new students, peers, professors, and campus resources.

PROJECTS

SetList – UX Hackathon Prize Winner | *UX Research, Figma Prototyping, Wireframing* Mar. 2025

- Designed a high-fidelity prototype in Figma for a concert companion app during a 36-hour UX hackathon, applying the full UX process from research to testing.
- Awarded Most Innovative Design and a \$300 prize for delivering a user-centered, engaging solution.
- Collaborated with teammates and received industry mentorship to refine the design under time constraints.

Digital Logic Circuit Design Project | *Logic Design, Digital Systems, Circuit Simulation* Dec. 2024

- Designed a digital logic circuit using binary representations to represent and process multi-bit inputs.
- Applied Karnaugh maps and truth tables to simplify and verify multi-bit logic equations.
- Built and simulated the circuit in CircuitVerse, validating outputs through structured test cases.

RELEVANT COURSEWORK

- Data Structures: Arrays, stacks, queues, linked lists, trees, graphs; implemented sorting and searching algorithms.
- Algorithms: Algorithmic problem-solving, time and space complexity analysis, optimization strategies.
- Object-Oriented Programming: Core OOP concepts and applications.