

Victoria Leliveld

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OBJECTIVE

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

SUMMARY OF QUALIFICATIONS

- **Languages:** Python, Java, C, JavaScript, TypeScript, HTML, CSS, R, SQL, ARM Assembly, LaTeX.
- **Web & Application Development:** React, Vite, Electron, Tailwind CSS.
- **UX & Design:** UX principles, user research, prototyping, wireframing, Figma, Canva.
- **Tools & Platforms:** GitHub, VS Code, Microsoft Office, Google Workspace.
- **Soft Skills:** Problem-solving, teamwork, communication, time management.

EDUCATION

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

- Concentration in Computation and Cognitive Neuroscience, Minor in User Experience Design.
- **Relevant Coursework:** Data Structures, Object-Oriented Programming, OS, Database, UX Research.
- President's Gold Entrance Scholarship Recipient, Husky Injection Molding Systems Scholarship Recipient.
- 4.0 GPA, Dean's Honour Roll 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 used for employee task tracking.
- Integrated front-end features with backend services in collaboration with a mentor.
- Gained hands-on experience developing software for use in a manufacturing environment.

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

- Guided students through breadboarding, circuit design, and digital logic concepts in Digital Electronics labs.
- Graded lab exercises and term projects, ensuring accurate evaluation of student work.
- Clarified technical concepts and provided constructive feedback to support student learning.

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

- Greeted students at the Computer Science program booth, fostering a welcoming environment.
- Answered questions and shared academic experiences to support incoming students.
- Facilitated connections between new students, peers, professors, and campus resources to promote engagement.

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.

TextSense – AI Accessibility Analysis Tool | *React.js, JavaScript, Node.js, Express.js* Dec. 2025

- Built a full-stack web application that analyzes text for readability and accessibility, generating improvement suggestions for web content.
- Integrated Google Gemini 2.5 Flash API via an Express backend to generate AI-based analysis from user input.
- Deployed the application using GitHub Pages and Render to enable live user interaction.