

# Anika Bookout

## SKILLS

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<b>Languages:</b>	C++, JavaScript, C, C#
<b>Development Tools:</b>	Git, GitHub, Jira
<b>Software Testing:</b>	Catch2, GDB, visual debuggers
<b>Operating Systems:</b>	Linux, Windows
<b>Design &amp; Development:</b>	Agile, Scrum, Design Thinking

## EDUCATION

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**Bachelor of Software Engineering**, 4th Year  
University of Victoria

Victoria, BC  
Sept 2020 – Present

## WORK EXPERIENCE

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**Apprentice Garage Member (Co-op)**

May 2022 – Aug 2022

INSPIRE: STEM For Social Impact

- Led frontend development using React Native. Collaborated with the backend lead to design an effective API
- Delivered presentations to key stakeholders, including industry mentors and program sponsors
- Gathered requirements directly from the end user, closely following the Agile methodology. Hosted workshops at local secondary schools to gather ideas and feedback
- Facilitated daily standup meetings and took consistent minutes

**Full-Stack Web Developer (Co-op)**

SEGAL Lab, University of Victoria

Jan 2021 – Apr 2021  
& Sept 2021 – Dec 2021

- Using React/JavaScript: designed, implemented, and integrated a real-time messaging service with Socket.IO
- Implemented a secure administrator dashboard allowing the development team to view site statistics and manage user data
- Implemented automated tests and wrote extensive documentation, both in-code and external

## PROJECTS

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**NES Emulator (C++)**

Aug 2023

- Collaborated with three classmates to implement a simplified emulator for the Nintendo Entertainment System

**Real-Time Particle-Based Fire Simulator (C#, HLSL)**

Apr 2022

- Performs fluid simulation in real-time, creating a candle flame which moves realistically
- Hardware-accelerated computation done using an HLSL compute shader
- Extensively used research papers to analyze existing work in real-time fluid simulation