

ALISHA FOXALL

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Third Year Computer Engineering Student - Fearless problem solver and fast learner with a 4.0 GPA and two years of software development experience.

Related Skills and Experience

Java Software Developer Co-Op, Trend Micro (Deep Security), May – Sept 2016 – Ottawa, Canada

- ✚ Worked with the DevOps team to improve CI infrastructure, develop and monitor the **SaaS**
- ✚ **Java development:** delivered several features and bug fixes, including a password expiry feature needed for PCI
- ✚ Created and configured Jenkins pipelines and Chef cookbooks to improve the build environment
- ✚ Effectively collaborated across multi-disciplinary teams, time zones and language barriers in an **Agile** environment
- ✚ Scripted in **Ruby, Groovy, Shell** and **Python** to solve diverse problems
- ✚ Quickly learned and adapted to problems, refusing to turn anything down and usually delivering above expectations

Software Team Manager, Queen's Mostly Autonomous Sailboat Team, 2014 - present

- ✚ **C/C++** development for automated sailboats running on Arduinos
- ✚ Created **control systems** for rigging and rollover prevention
- ✚ **Debugging** and reducing technical debt in the code base

Research Student, Queen's Reactor Materials Testing Laboratory, May 2015- April 2016 – Kingston, Canada

- ✚ Wrote NI Labview software for sample holder interfacing, controls and data acquisition
- ✚ Implemented PID-based controls for safety-critical high-energy proton beam system
- ✚ Worked both independently and in a diverse team, adapting to new problems and **self-teaching**

Tutoring, 2012 - present

- ✚ Sharing my passion for math, science and engineering by tutoring and helping classmates
- ✚ Currently work as a tutor for Englinks, a faculty-sponsored tutor service
- ✚ Developed and continue to improve **communication** skills

Education

Bachelor of Science Candidate in Computer Engineering '18, Queen's University

Relevant Courses:

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| ✚ Fund. Of Soft Dev (Fall 2016) Management of software projects, advanced programming in C++ | ✚ Algorithms (Fall 2016) |
| ✚ Microprocessor Interfacing and Embedded Systems (Fall 2016) | ✚ Neural and Genetic Computing (Fall 2016)
Concepts such as classification networks and genetic algorithms, with an emphasis on implementation |
| ✚ Operating Systems (Fall 2016) Kernel programming in C. | ✚ Digital Systems Engineering (Winter 2017) |
| | ✚ Software Specifications (Winter 2017) |
| | ✚ Computer Networks (Winter 2017) |