

# Aida Zuniga

3B COMPUTER SCIENCE

☎ 905 875 6177 | ✉ adrzunig@uwaterloo.ca | 🏠 aidazuniga.com | 📱 aidazuniga

## Education

### University of Waterloo

BACHELOR OF COMPUTER SCIENCE

BUSINESS OPTION, FRENCH MINOR

*Expected 2018*

## Skills

**PROFICIENT IN:** C++, JAVA, PYTHON, HTML, C#, JAVASCRIPT, GIT

**FAMILIAR WITH:** PHP, VBSCRIPT, SQL, ACTIONSCRIPT, MATLAB, JQUERY, L<sup>A</sup>T<sub>E</sub>X

**TECHNOLOGIES:** ECLIPSE, SHAREPOINT, GITHUB, JIRA, IBM WEBSHPERE, UNIX SHELL

## Experience

### Software Developer

UNIVERSITY HEALTH NETWORK

*Jul 2016 - Aug 2016*

*Toronto, Ontario*

- Initiated a graphical user interface project from scratch to aggregate internal tools that improved the data analysis by 70%
- Abstracted the planning process by creating a widget that detects dynamic user data to improve treatment analysis and input
- Designed and developed a script launcher that optimized user effectiveness and reduced error through an automated validation of scripts

### Web Developer

INDEPENDENT ELECTRICITY SYSTEM OPERATOR

*Sept 2015 - Dec 2015*

*Mississauga, Ontario*

- Developed and implemented web templates to facilitate user page creation and customization
- Optimized web page performance by 40% by constructing tables from retrieved dynamic data using the w2ui and Highcharts libraries to improve website usability and features
- Implemented scripts to automate the population of XML files for dynamic data display
- Developed an alert system for report scheduling in PHP while using RESTful APIs

### Software Support Analyst

BLUESUN INC.

*Jan 2015 - May 2015*

*Burlington, Ontario*

- Implemented a Java solution that examined and modified program files to allow for a language switching mechanism within the client-facing interface
- Developed an automated string matching program to facilitate web page translation for the new bilingual option
- Created stored procedures to create and fix customized reports directly accessible by clients
- Presented and gave demonstration to clients on the usage of the new bilingual interface features

## Projects

### Tetris

JAVA

- Designed and implemented a recreation of the game Tetris with features such as collision detection, mouse and keyboard event handlers and timer animation

### MIPS Compiler

C++, MIPS

- Designed and implemented a compiler that translated a subset of C to MIPS assembly
- Optimized compiler by using dead code elimination, constant propagation and inlining techniques

### BB7K Monopoly

C++

- Designed and implemented a virtual monopoly game using Object Oriented Programming concepts
- The game had various commands and also had the option to play against computer players

## Interests

- Movies, Badminton, Playing Cards and Board Games, Reading, Learning Languages, Laughing