ALLYSSA POULIN

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EDUCATION

BSc. Honours Computer Science with Software Engineering Specialization April 2023
University of Windsor
Relevant Coursework: Design and Analysis of Algorithms, Database Management Systems, Software Verification Testing, Object Oriented Programming in Java, Computer Networks, Continuous Integration and Automation Testing

SKILLS

Languages	Java, C, C#, HTML/CSS/JavaScript, Python
Frameworks	Flask, Bootstrap, Spring Boot
Tools	Git, Linux, Unity, Visual Studio, MySQL, Docker, Jenkins

EXPERIENCE

Teaching Assistant Jan 2022 - Jan 2023
C#/Unity *University of Windsor*

- Enhanced understanding for students in third and fourth year artificial intelligence in game design and development courses
- Shared expertise in game development as a teaching assistant- hosted office hours, created tutorial sessions and tutored students one on one about working in Unity and game design principles

Research Assistant Jan 2022 - Present
Various Languages *University of Windsor*

- Improved efficiency in retrieval from database for web application with PHP and MySQL, developed a front-end application using HTML, JavaScript, and CSS
- Implemented visualization of orderly algorithms for full binary trees in Python, research into orderly algorithms for graph generation and generation tournaments

PROJECTS

Compound Interest Rate Visualizer. Created and designed an interactive web app in JavaScript for Waterloo Catholic School Board. Developed based on new Grade 9 curriculum to understand compound interest rates. Utilized Google Charts to display colour coded charts. Demonstrated a commitment to producing high-quality code by ensuring that it was both readable and maintainable. Through this project, I showcased my ability to design and develop interactive web applications that meet the needs of clients and end-users alike, while also staying up-to-date on the latest web development technologies and techniques.

Project S - 2D Dungeon Crawler. Designed and programmed a top-down 2D dungeon crawler game. Developed using C# and object-oriented design principles to ensure reusable code. Utilized Mirror to implement peer-to-peer connections and server hosting. Explored and experimented with online documentations to develop and finalize the product. The end result was a well-received game that showcased my technical proficiency in game development and ability to design and execute complex projects.

VOLUNTEER

FIRST Robotics – Team 4920
Programming Lead & Mentor — 2019 & Present
Taught high school students Java and C programming. Held hands-on seminars on designing and building Arduino project. Translated Arduino skills to be used on the team robot.

Women in Cybersecurity
Secretary — 2022 – 2023
Networked and organized with professionals for Cybersecurity seminars. Organized and approved funding of club events. Coordinated meetings for executive members and guest speakers.