# **Andrea** Abellera

# Mobile Email:

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**LinkedIn**: aabellera **Github**: andreaabellera

# **EDUCATION**

### **University of Manitoba**

Sept 2017 - April 2023

• Bsc. Major in Computer Science

# **SKILLS**

Node.js Python Java C# PHP

React Next.js JQuery Three.js

SQL AWS Android Moodle

WinForms Git Agile WCAG/WAI

Figma Illustrator Photoshop

Animate Premiere PowerBI

Canva Google SEO Access

Wordpress MailChimp Visio

#### VOLUNTEERING



Manages 2 organizational presences; averaging 13% monthly growth and 56% more engagement per content



Pioneers virtual CS Help Centre; Revivifies MISA community in Discord



Establishes brand for Canada's largest student SWE conference

Present Involvements	<u>Since</u>
Asper MISA Co-President	Sept 2021
Bisons' Programming Team Lead	Sept 2021
MIS/CS Help Centre Lead	Oct 2021
.devClub Promotions Executive	May 2021
CUSEC Graphic Designer	May 2021
NBSC Web Consultant	June 2021
WICS Web & Outreach Volunteer	Sept 2020

#### **WORK EXPERIENCE**

andrea.abellera@gmail.com

#### **Full-Stack LMS Developer**

April - Sept 2021

Delphi Technology Corp

- Prototyped a suite of landing dashboards with Figma, reducing new user time to locate class resources by 70%
- Vitalized proof-of-concept chatbot with **AWS** Lex and Lambda, enabling interactive English speech practice over a web browser
- Orchestrated a dynamic course roadmap, with focus on architecture design, data bundling with PHP/AJAX, and ES6 class implementations

# **Digital Transformation Assistant**

July - August 2020

Business Transformation & Technology, Gov. of Manitoba

- Documented activity diagrams with Visio for procedures scoping resource acquisition, onboarding, contract renewal, and termination
- Migrated project data and employee accounts to a new SharePoint site

# **PROJECTS**

#### **TermSetter Student Portal**

Feb - April 2021

Test & Integration Engineer | 6 members

Automated unit, integration, and user acceptance tests with >80%
 coverage in Android Studio, robustly covering 8 potential user stories

## **Recollection Day**

Nov 2020 - Feb 2021

- Built a top-down game using OpenGL to form scene mechanics and UI
- Created sprites with Photoshop, winning Best Visuals out of 23 entries

#### I'm Hungry Website

Sept - Dec 2020

Project Manager | 5 members

Spearheaded a high-fidelity prototype with HTML/CSS/JS, employing all
 13 user-centric design principles per a site usability postmortem

#### **Sheet Music OCR**

April - Sept 2020

 Developed an OCR library with Numpy to parse tonal sequences from a music score image file

#### **COVID Business Development Database**

June - July 2020

Data Analyst | 5 members

 Tailored 10+ recommendations to 15 post-secondary institutions as response to local COVID with Access to optimize class delivery, resource investments, and competitive fees