

Angela Dietz

Software Engineering | University of Waterloo

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SKILLS

Languages: C/C++ ▪ Java ▪ C# ▪ Python ▪ JavaScript ▪ HTML ▪ CSS ▪ Swift ▪ TypeScript

Frameworks: .NET ▪ Spring ▪ Flask ▪ Bootstrap ▪ Node.js ▪ Angular

Tools: Git ▪ Postman ▪ Jenkins ▪ Maven ▪ SonarQube ▪ Charles Proxy ▪ Vim

EDUCATION

Candidate for Bachelor of Software Engineering

University of Waterloo

Expected graduation: April 2023

September 2018 - Present

○ GPA: 3.90 | Term Dean's List in second year study terms.

○ Relevant coursework: Data Structures - 94%, Database Management - 98%, Software Engineering Principles - 90%

EXPERIENCE

Royal Bank of Canada

Toronto, ON

Software Developer | Spring

September 2020 - Present

- Created backend services with **Java** by configuring **Spring** web clients which call API's to obtain client and advisor information, allowing secure, streamlined transfer of 1 million documents annually and expedited mortgage approvals.
- Refactored backend infrastructure for creating web clients involving 40 files and 2,000+ lines of code by introducing polymorphism and leveraging **Spring** dependency injection, resulting in a 60% average file length reduction.

Connected

Toronto, ON

Software Engineering Intern | .NET, iOS

January - April 2020

- Spearheaded network activity graph development for Windows VPN client by prototyping and implementing optimal solution to collect and map data with **C#** to visuals in **XAML**, allowing 10,000+ users to identify network issues.
- Improved accessibility of Windows app by implementing support for screen reader and keyboard navigation usage with **WPF .NET** to increase target market by 15%.
- Distributed **iOS** VPN server usage by implementing a weighted server selection algorithm in **Swift**, ultimately reducing network traffic by 10%.

Tangam Systems

Waterloo, ON

Software Developer | .NET, Node.js, Angular, SQL

May - August 2019

- Developed, tested, and maintained casino data processing tools using **C#**, **TypeScript**, and **JavaScript** in accordance with the SDLC in an agile work environment to aid the company in increasing clientele by up to 30%.
- Wrote **Python** scripts to manage data storage by identifying unnecessary logs, reducing file size by 80%.

RELEVANT INVOLVEMENTS

Women in STEM [↗](#)

University of Waterloo

Web Developer | HTML, CSS, JavaScript

August 2020 - Present

- Transformed the frontend of team website to align with new team brand using **HTML**, **CSS**, and **JavaScript**.
- Improved responsiveness by 50% through creating media queries with **CSS** to increase user experience.
- Created resources for and led a Code Your First Game workshop with **Pygame** which had 30+ participants, 95% of whom were able to successfully code and run the game.

PROJECTS

Robot Navigation System | Waterloo Engineering Competition, Top 3 Finalist

November 2020

- Implemented a path planning algorithm in **Python** that followed best design practices to ensure robustness, including the use of **strategy** and **MVC** design patterns which led to placing in the top 3 teams.

Ballerinify iOS App

April - May 2020

- Developed an **iOS** app using **Swift** and **UIKit** which uses the camera to identify dance positions the user is in.
- Leveraged the **TensorFlow Lite PoseNet** vision model to differentiate between 20+ positions.

Machine Learning Sentiment Analysis

August 2019

- Trained a **Python** machine learning tool to distinguish between positive and negative sentiments of a statement.
- Employed **sci-kit learn** and **pandas** to train the classifier, achieving 95% accuracy for 30,000+ statements.