Angela Dietz

Software Engineering | University of Waterloo

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SKILLS

Languages: C/C++ ▪ Java ▪ C# ▪ Python ▪ JavaScript ▪ HTML ▪ CSS ▪ Swift
Frameworks: .NET ▪ Spring ▪ Flask ▪ Bootstrap ▪ Node.js
Tools: Git ▪ Postman ▪ Jenkins ▪ Maven ▪ SonarQube ▪ Charles Proxy ▪ Vim

EXPERIENCE

LinkedIn ⬈   **Sunnyvale, CA**
Incoming Backend Systems Engineer Intern   *May - August 2021*
- Will join Venice to maintain and improve LinkedIn's primary derived data platform.

Royal Bank of Canada   **Toronto, ON**
Software Developer | Spring   *September - December 2020*
- Created backend services with **Java** by configuring **Spring** web clients which fetch data through API's, 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*
- Improved accessibility of Windows app by implementing support for screen reader and keyboard navigation usage with **WPF .NET** to increase target market by 15%.
- Spearheaded network activity graph development for Windows VPN client using **C#** and **XAML**.
- 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*
- Maintained and optimized data processing tools using **C#** and **TypeScript** to support a 30% increase in clientele.

RELEVANT INVOLVEMENTS

Women in STEM ⬈   **University of Waterloo**
Web Developer | HTML, CSS, JavaScript   *August - December 2020*
- Transformed the frontend of team website to align with new team brand using **HTML**, **CSS**, and **JavaScript**.
- Created resources for and led two separate Code Your First Game workshops with **Pygame** which had 60+ participants in total, 95% of whom were able to successfully code and run the game.

PROJECTS

Robot Navigation System | Waterloo Engineering Competition, Top 3 Finalist
- 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
- 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
- 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.

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%