ANNIKA NILSON
Computer Science Student

(250) 826-4372 | annikaenilson@gmail.com | https://annienil.github.io

EDUCATION

University of British Columbia - *Sep 2020 - Dec 2024 (expected.)* Bachelor of Arts - Major in Computer Science **DELF B2**, *French Ministry for National Education* - December 2019.	**Skills:** ● SQL, Excel, MySQL, Python ● Java, Javascript, C, C++, HTML/CSS, Python, React.js. D3.js, Node.js	**Relevant coursework:** ● Data structures and algorithms ● Data Visualization ● Relational Databases ● Computer Graphics ● Applied Machine Learning ● Computer Networks

WORK EXPERIENCE

UBC Recreation, Vancouver, BC
Assistant Director, April 2022 - April 2023, April 2024 - Current

- Supervised leagues games and ensured smooth gameplay by signing participants in, answering participant questions and concerns, directing referees and players, and providing first aid and care when necessary.
- Interviewed and evaluated officials for hiring, resulting in over five hires.
- Successfully scheduled referees for over 70 soccer games using communication through both Slack and email, and scheduling using Google Sheets.
- Responded to and managed participant concerns over Outlook email

Natural Resources Canada, Remote
Student - IT Development, May 2024 - August 2024

- Created a server monitor program that measured response time, server status, and total server operation time in javascript, d3.js, and python, resulting in easy server monitoring and bug identification. Program featured a functional GUI and written logging.
- Rapidly answered IT tickets related to the maintenance and access of the NRCan IFS Assyst system.
- Documented the flow of the Software License Management process.
- Attended and contributed to weekly and bi-weekly meetings on Microsoft Teams.

UBC Recreation, Vancouver, BC
Director of Ultimate and Roundnet, April 2023 - April 2024

- Hired, trained, mentored, and managed six Assistant Directors over the course of a year, by holding weekly crew meetings and regular 1 on 1 mentoring.
- Oversaw the successful operation of both the Ultimate League and the Roundnet League, each with over 30 teams, by managing and directing the scheduling, eligibility, and communications of the games.
- Attended weekly and bi-weekly Leagues Board of Directors and Board of Directors meetings.

British Columbia Mobility Opportunity Society, Vancouver, BC
Paddling Coordinator, May 2024 - August 2024

- Safely and successfully conducted transfers into kayaks and stationary wheelchairs using a lift, transfer boards, or other client recommended methods.
- Communicated and connected with individuals of a wide range of care needs, providing them with a satisfying and fun outdoor activity

TECHNICAL PROJECTS

Breaking Down Bollywood
September 2023 - December 2023
- Repository: https://github.com/annienil/breaking-down-bollywood, dashboard: https://annienil.github.io/breaking-down-bollywood/
- As a course project for CPSC 447, my three group members and I fully designed a successful visual presentation of the Indian Movie Database, allowing users to interact with the dashboard for tasks such as finding frequent collaborators, discovering win and nomination trends, and examining individual actors' accolades. My focus was on the actor network.
- Implemented an interactive multi-view dashboard, featuring a clustered network graph with annotations, filtering, selecting, tooltips, and bidirectional linking with other views using JavaScript, HTML/CSS, and d3.js.

Intramurals Management Database
September 2023 - December 2023
- Repository: https://github.com/annienil/intramurals-management-database
- As a course project for CPSC 304, my two group members and I fully designed a database for modeling an academic institution's intramural sports program. The database provides functionality for games, staff, and player logistics and management, with my personal focus being on the domain of activities and teams.
- Implemented a custom CRUD API using JavaScript, SQL, MySQL, Express, and Postman.
- Designed and executed a full user interface using React.js, JavaScript, and Material UI that allowed the user to create, delete, and update teams, activities, individuals, locations, and games.

Intramurals Retrospective
November 2023 - November 2023
- Repository: https://github.com/annienil/intramurals, dashboard: https://annienil.github.io/intramurals/
- Fully designed an effective visual presentation of UBC Recreation Intramurals' Leagues registration data from '12-'22, allowing viewers to search for trends in registration numbers, compare league sizes, and analyze league-specific tier registration.
- Successfully implemented an interactive data dashboard with three views, including dynamic filtering, selection, tooltips, and linking between views using HTML/CSS, .
- Processed, cleaned, and reduced over 8000 data items to 225 items that retained all key attributes using Excel and Google Sheets.

Ari - Aritzia x girlCode Hackathon
January 2023 - January 2023
- Repository: https://github.com/annienil/Aritzia
- My team placed 2nd out of 108 participants in the Aritzia x girlCode hackathon due to our ML powered personal stylist, which provided an effective solution to the prompt requesting a tech solution that personalized and enhanced the ecommerce experience.
- Fullstack development of the supporting app for our project, which includes a user interface, user survey, and JSON data persistence, using Java and Android Studio.
- Successfully collaborated with three other teammates from different scientific and academic disciplines to deliver a timely and complete presentation to a panel of four judges.