

Rebecca Ansems

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Co-op Status

- Will have completed six of nine academic terms in April 2016.
- Available for second co-op term in January 2017.

Education

Dalhousie University 2014–present

Bachelor of Computer Science minor in Mathematics and Statistics || Halifax, Nova Scotia

Skills and Abilities

Technical skills

- Intermediate knowledge of Java and C#.
- Basic knowledge of SQL, C, HTML and CSS.
- Created applications for PC, iOS, Android using Unity 5.
- Proficient in using Adobe CS5 software: Photoshop, Premiere Pro, and Illustrator.

Non-Technical Skills

- Leadership skills gained from Women in Technology Society as vice-president of social events.
- Patience and communication skills gained from my previous job at Glow Parties and leadership roles in Dalhousie's Women in Technology society and my high school's robotics team.
- Self-motivation skills gained from the full creation and release of my own one-person studio games for iOS and Android systems.

Academic Achievements

- Developed a Battleship game with full GUI and enemy AI in Java.
- Created and navigated through multiple databases in MySQL.
- Wrote several user manuals for various audience types.
- Completed courses related to programming, robotics, databases, and algorithms.

Work Experience

Game Programmer Intern May 2016 – August 2016

Ubisoft - Halifax || Halifax, Nova Scotia

- Developed and optimized game code on mobile and online devices.
- Designed and implemented efficient and maintainable code.
- Planned my schedule effectively using SCRUM/AGILE methodology.
- Contributes innovative and original ideas toward all aspects of the game's production and development.

Bouncy Castle Attendant May 2015 – August 2015

Glow Parties || Halifax, Nova Scotia.

- Successfully communicated to the children on when to enter/exit the ride, including under high stress situations (unexpected deflations, injuries, etc.) to ensure the safety and happiness of all involved.