

Rebecca Ansems

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Education

BCSC (2014 - Present)

Dalhousie University
Minor in Mathematics
3.42 GPA
Co-op Availability: January 2017

Skills

LANGUAGES

C# (*Professional*)
Java (*Professional*)
C (*Academic*)
SQL (*Academic*)
C++ (*Academic*)

FRAMEWORKS

Unity 5 (*Professional*)
NetBeans (*Academic*)
Bootstrap (*Academic*)

TOOLS

Photoshop (*Professional*)
Premiere (*Professional*)
Visual Studio (*Professional*)
Perforce (*Professional*)
Git (*Academic*)
Eclipse (*Academic*)
MySQL (*Academic*)
UNIX (*Academic*)

SOFT

Leader
Team Player
Patient
Self-Motivated
Quick Learner
Resourceful

Links

PROJECTS

www.RebeccaAnsems.com/github
www.RebeccaAnsems.com/games

TECH BLOG

www.blog.RebeccaAnsems.com

Work Experience

Ubisoft Entertainment Inc. • Halifax • Canada

(May 2016 - August 2016)

Rock Gods - Junior Game Programmer

- Developed and optimized game code on mobile and online devices.
- Designed and implemented efficient and maintainable code.
- Planned schedule effectively using SCRUM/AGILE methodology.
- Implemented code related to analytics, notifications, consumables, and transactions (IAP through the applications store).

SpeedProNS Signs & Imaging • Kentville • Canada

(March 2014 - June 2014)

Junior Graphic Designer

- Updated and maintained a contact database with over three hundred entries.
- Designed multiple graphics using Adobe Photoshop for the company's social media pages.

Personal Projects

Alieball • Windows • C#

(September 2015 - April 2016)

Lead Developer

- Created a 2D Windows-based, local multiplayer, combat game for up to four players with Unity 5.

Rainy Days • iOS & Android • C#

(May 2015 - September 2015)

Lead Developer

- Created a 2D, single tap, mobile application (iOS & Android) with Unity 5.

Battleship • Windows • Java

(March 2015 - April 2015)

Front End Developer

- Designed the UI and general appearance for a Battleship game created as a final project for CS2.

Magic - Sudoku Solver • Windows • Java

(January 2015)

Algorithm Developer

- Developed the algorithms required to solve various types of sudoku-style puzzles during a 72-hour hackathon.

Leadership

Vice President - Social Events

(September 2014 - Present)

Dalhousie Women in Technology Society

- Planning and executing various events to help foster relationships between WiTS members and the general CS faculty in a non-academic setting.

Ritual Coordinator

(September 2015 - Present)

Alpha Gamma Delta - Alpha Eta Chapter

- Planning and executing ritual related events and opening business meetings.