

# Rebecca Ansems

Halifax, Nova Scotia

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## Education

**Dalhousie University** 2014–2019

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

## Work Experience

**Junior Game Programmer** Intern: May – August 2016, January – April 2017 || Contract: May – August 2017

*Ubisoft Entertainment Inc. || Halifax, Nova Scotia*

Rock Gods Tap Tour (iOS/Android – 2016) || Tom Clancy's ShadowBreak (iOS/Android – 2017)

- Optimized game code for space and efficiency, specifically halving the amount of memory that specific save data required.
- Designed and executed security features like: client side memory obfuscation and encryption to prevent hacking, and various checksums to detect when hacking has occurred.
- Implemented various new features including: mobile notifications, analytics (over 100 different statistics), and various 3<sup>rd</sup> party SDKs (including: Google Play Saved Games, Flurry Analytics, and Ubiservices).

## Projects

**Brick Break Deluxe** December 2016 – February 2017

*C# - Unity || iOS & Android || Personal Project || > 100 Downloads*

- Utilized the iPhone's accelerometer to move a ball through a randomly generated brick course that included various power ups.

**Productivity Tracker** June – July 2016

*C# - Xamarin || iOS & Android || Personal Project || > 300 Downloads*

- Sent notifications throughout a user-set time frame to remind users to submit information which was then stored into a SQLite database.

**Series Finder** August – October 2016

*C# - Xamarin || iOS & Android || Personal Project || > 100 Downloads*

- Allowed users to scan the barcode of a novel and returns if that book is part of a series and where it falls in said series, along with descriptions and pictures of all books in said series.

## Skills and Abilities

### Technical skills

- Professional knowledge of Java and C#.
- Academic knowledge of SQL, C, and HTML/CSS.
- Created applications for PC, iOS, Android using Xamarin and Unity.
- Professional experience using Git, Perforce, Jira, Jenkins, and Visual Studio.

### Non-Technical Skills

- Leadership, planning, and public speaking skills gained from Dalhousie's Women in Technology Society (WiTS) as president and Dalhousie's Computer Science Society as vice president internal.
- Self-motivation and problem solving skills gained from the full creation and release of my own one-person studio games and applications for Windows, iOS, and Android systems.