

## Rebecca Ansems

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### Co-op Status

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

### Education

**Dalhousie University** 2014–present

*Bachelor of Computer Science minors in Mathematics and Statistics (3.42 GPA) || Halifax, Nova Scotia*

### Work Experience

**Game Programmer Intern** May 2016 – August 2016

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

- Implemented various new features into an existing code base including: mobile notifications (doubling retention rates), analytics (over 100 different statistics that are tracked), in-app purchases, and consumables.
- Optimized game code for space and efficiency, specifically halving the amount of memory that specific save data required.
- Predominantly used C# and Visual Studio.

### Projects

**Productivity Tracker** June 2016 - Present

*C# - Xamarin || Personal Project*

- Stored information gathered from iOS/Android application into a SQLite database and retrieved said data to create graphs that show what times the user is the most productive.

**Battleship** April 2014

*Java || Academic Project*

- Designed an AI competitor that implements optimum battleship strategies.
- Created full GUI using Swing (Java) with multiple windows and functioning message system.

### 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, and Visual Studio.

#### Non-Technical Skills

- Leadership, planning, and public speaking skills gained from Dalhousie's Women in Technology Society (WiTS) as vice-president of social events.
- Patience and communication skills gained from my previous job at Glow Parties (Bouncy Castle Attendant).
- Self-motivation and problem solving skills gained from the full creation and release of my own one-person studio games for iOS and Android systems