

Skills

Tools: Sketch, Invision, Balsamiq, Photoshop, GIMP, SolidWorks
Languages: HTML/CSS, Bootstrap, JS, JQuery, SQL/MySQL, C++

Experience

Research & Developer – IFDS

May – August 2017

- ▶ Converted stored procedures to from SQL to MySQL
- ▶ Debugged application manually during QA process
- ▶ Researched, implemented, and documented features for multiple internal applications

Front End Developer – MAJiK Systems

September – December 2016

- ▶ Constructed and implemented a real time synchronous model resulting in uniform timeframe throughout app
- ▶ Created Client modules that use MAJiK's API dynamically on their framework

UI Developer – Veriday

January – April 2016

- ▶ Designed, developed, and enhanced custom websites to meet client requirements
- ▶ Optimized responsive websites for access on all devices and platforms

Projects

See more projects at www.caitlynkodric.com

Maer Jono – Break Inequality

- ▶ Used personas to apply needs and constraints for low-fidelity design walkthrough
- ▶ Designed simple mockups combining multiple ideas with Sketch and Invision

War of the Web – University of Waterloo

- ▶ Created high-fidelity cyber security board game using personas and iterative design
- ▶ Designed 3-D printed sliders and game pieces for tracking scores

SnapTrax – Nspire, NHacks

- ▶ Worked in an agile environment to create and design online web application
- ▶ Allowed users to upload images and receive associated song matching image tags

AquaBicylinder – University of Waterloo

- ▶ Created multiple sketches and prototypes using iterative design process
- ▶ Designed 3-D printed component using SolidWorks
- ▶ Documented project process using multiple resources to meet project goals