

CAROLINE BERGER

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Montreal, Canada

EDUCATION

MCGILL UNIVERSITY, Montreal, QC

Bachelor of Science, 2015 - 2019

Major in Computer Science, Minor in Italian Studies

Exchange at the University of Bologna in Italy (Spring 2018)

Select courses:

Human-Computer Interaction (Masters level course) | Probability

Mobile Applications Laboratory | Web-Related Technologies

Software Design | Algorithms I & II | Software Systems

PROFESSIONAL EXPERIENCE

User Experience Research Assistant

Tech3Lab, HEC, University of Montreal, Canada

May 2020 - Present

Contributing to experimental design and data collection for research in recommendation system design for managerial decision-making.

Technical Consultant

Thinkmax, Montreal

August 2019 - May 2020

Technical consultant for Microsoft Dynamics 365, an Enterprise Resource Planning product. Developed finance and operations solutions in a Microsoft Object Oriented language and retail solution in C#/.NET for clients in construction and fashion industries. Involved in design sessions to provide technical insight to business processes.

Curriculum Developer

Digital Media Academy, San Jose (CA)

Spring 2019

Developed curriculum for front-end web development course and mobile application course for teens. Courses focused on User-Centred Design principles and fundamentals of web programming.

Software Development Intern

ForMe, Boston

Summer 2018

Conducted usability testing for first iOS app users and contributed to design improvements and transition from iOS and android native applications to mobile first web application.

Undergraduate Research Assistant

Software Evolution Research Group, McGill University, Montreal

Summer 2017

Recipient of a Science Undergraduate Research Award to participate in full-time research. Developed an Eclipse plugin aimed at helping children learn to program. Conducted usability tests with children in Montreal.

SELECTED PROJECTS

Slack Notification System

User-centered design project aimed to enhance message notifications. Project includes audience segmentation, prototyping, and iterative testing.

SKILLS

JS: Node | Angular | Ionic | React

WEB: CSS | HTML

MOBILE: iOS | Android

SOFTWARE: Java | C# | .NET | SQL | R
Python | C | C++ | F#

TOOLS: Qualtrics | Power BI | TFS | Git
UML

ENGLISH: Fluent (C2)

ITALIAN: Professional (C1)

FRENCH: Conversational (B2)