

# CYANNE RAMNARINE

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## SKILLS

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- **Languages:** C++, C, Python, Typescript, Javascript, Kotlin, SQL, HTML, CSS
- **Frontend:** Vue.js, Svelte, React, Redux Toolkit, JavaFx, TailwindCSS, ChakraUI, Ant Design, SCSS
- **Backend:** Deno/Node.js, Express.js, Deno Deploy
- **Tools:** Android Studio, Cypress, CodeceptJS, Docker, Figma, Git, Jest, Jira, K6, Linux, NPM, Playwright, Swagger, TestRail, Visual Studio, Xcode, Yarn, CircleCI, Style Dictionary

## EXPERIENCE

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### Software Engineer

Jan – Apr, '23

Sibros [↗](#)

San Jose, CA

- Proposed, designed and implemented an entirely new **design system**, establishing a consistent visual language and user experience across Sibros's product.
- **Refactored** existing codebase to implement the design system using **Style Dictionary**.
- Acted as the **primary point** of contact for design system inquiries, providing support and guidance to team members and facilitating continuous improvements.
- Conducted comprehensive research and analysis of existing design assets to propose **design tokens**.
- Implemented type safe **React** components to expand web ui functionalities.
- **Shipped** modular custom theming in **React**, allowing users to customize the appearances of Sibros' products.
- Designed and implemented an **accessible** dark theme.
- Owned the **Cypress** e2e testing pipeline. Fixed over 30 failing tests and maintained over 100 tests.
- Lead migration efforts from **Cypress** to **Playwright** and documented front end testing guidelines.

### Full-Stack Software Engineer

Sept – Dec, '22

Canvass AI [↗](#)

Toronto, ON

- Deployed **Storybook** automation workflow using **CircleCI** to facilitate cross team collaboration.
- Utilized **React** and **Typescript** to implement spec compliant type safe user interfaces.
- Integrated typescript react components with ML API using data fetching via **redux toolkit**.
- Translated design wireframes into, accessible, and interactive web interface.
- Wrote comprehensive **unit tests** for React components, using **Jest**, to ensure reliable and bug-free software.
- Increased code coverage in unit tests by 50

### Software Engineer

Jan – Apr, '22

Maxon [↗](#)

Montreal, QC

- Designed, implemented and **owned** the Lens Editor Project, a reactive table for editing simulated optical properties of camera lenses in aftereffects.
- Consolidated UX for editing lenses from 3 separate applications to a single inline table
- Implemented and then integrated **CPP** classes to simulate optical properties for the reactive lens editor feature.
- Debugged and fixed broken **API** endpoints in **CPP** and implemented new API endpoints to support new features.
- Presented biweekly **demo** updates during Sprint Reviews which greatly improved cross team collaboration.
- **Refactored** existing components to improve code scalability for future features and decreased coupling.

## PROJECTS

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### Gesture Recognizer [↗](#)

Dec, '21

- Implemented an Android app in **Kotlin** and **JavaFX** using **Android Studio** that allows users to create, recognize and manage one-stroke gestures and displays the top three matched gestures for every input gesture.

### Light Box [↗](#)

Nov, '21

- Utilized the **MVC** design pattern to develop a photo lightbox using **Kotlin** and **JavaFX** in **IntelliJ**.
- Supports translation, scaling and rotation of images along with two viewing modes.

## EDUCATION

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### University of Waterloo

Sept, '18 – Aug '23

Bachelor of Computer Science, Honours Co-op Program

## HOBBIES

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- Archery, Video games, Intramural Athlete, DIY Activities, Photography, Hiking