

Chloe Feierabend

Software Developer

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[Chloe Feierabend's Portfolio](#)

Highlights

- Proficient in C#, JavaScript, HTML, CSS, and foundational MERN concepts with experience building responsive web tools and Unity-based simulations.
- Developed and maintained modular UI systems using Unity's UI Toolkit and UXML, improving interface consistency across VR and desktop platforms.
- Experienced in Agile workflows with tools like Jira, Confluence, GitHub, and Microsoft Teams to support collaborative project delivery.
- Applied object-oriented programming to game mechanics and interactive logic, optimizing modularity and clarity in Unity-based applications.
- Created and interpreted UML diagrams to document system architecture and support planning in academic and collaborative projects.
- Built and deployed personal portfolio projects using GitHub Pages, showcasing front-end development, interaction design, and custom UI components.
- Confident communicator with a proactive approach to problem-solving and continuous learning across evolving technologies and tools.

Education

Information Technology Innovation and Design Program Co-op

2022 - 2026

Conestoga College, Waterloo, ON

Coursework: Java Web Technologies, Software Quality and Usability, System Analysis and Design, Mobile App Development, Programming Concepts, User Experience

Experience

UX/UI Designer and Software Developer, Centre for Virtual Reality and Innovation

2024 – present

Waterloo, ON

- Developed C# scripts to support VR and desktop learning simulations, integrating interaction logic and real-time UI feedback systems.
- Maintained UXML documents and supported UI updates using Unity's UI Toolkit, gaining experience with interface structure, styling, and cross-platform consistency.
- Led sprint planning, task tracking, and documentation using Jira and Confluence to support Agile workflows and ensure team alignment.
- Authored design and developer documentation to streamline onboarding and clarify system functionality across teams.
- Used Bitbucket and SourceTree for version control, coordinating changes and resolving merge conflicts with teammates.
- Collaborated with UX leads, 3D artists, and developers to deliver cohesive software experiences that met accessibility and learning standards.
- Contributed to design audits to ensure consistency across visual systems and adherence to accessibility standards.

3D Scanning and Photogrammetry Specialist, Centre for Virtual Reality and Innovation 2024 – present
Waterloo, ON

- Captured and processed 3D scan data using high-resolution camera equipment and two distinct 3D scanners to create more than 20 3D models for use in educational Virtual Reality simulations.
- Utilized Agisoft Metashape for photogrammetry workflows, and Blender for model cleanup and optimization, achieving an average 98% triangle count reduction to significantly reduce load times and improve performance for end users in learning simulations.

Design Lead – Event Branding, Centre for Virtual Reality and Innovation 2024 – present
Waterloo, ON

- Designed and created official promotional graphics, including the event poster, masthead, and other media assets for 2024 and 2025 Indie Game Jams using Adobe Illustrator.

Co-Founder, Creative Director and Designer, The Rocky Dock 2019 – 2020
Honey Harbour, ON

- Led brand development and product design for a small lifestyle brand, creating original artwork and managing visual identity across merchandise and online.
- Conducted competitor analysis and market research to develop a unique brand identity that connected with local culture and customers.

Project Work

Portfolio Website - [Portfolio via GitHub Pages](#)

- Designed and developed a responsive portfolio website using HTML, CSS, and JavaScript, showcasing projects, resumes, skills and interactive UI elements.
- Managed deployment and version control using Git and GitHub Pages, with features like dark/light mode toggles, scroll animations, and resume preview frames.

Game Development – “Football Endless Kicker”

- Developed a physics-based football kicking game in Unity, handling object physics, trajectory controls, and UI components.
- Designed user feedback systems and debug tools in Unity, including a power meter to visualize kick strength and streamline gameplay testing and iteration.

Skills

Languages & Frameworks: C#, JavaScript, HTML, CSS, ASP.NET, UXML, SQL basics

Tools & Platforms: Unity, Blender, GitHub, Bitbucket, SourceTree, Visual Studio

Collaboration: Jira, Confluence, Microsoft Teams, SharePoint

Other: UML Diagrams, Accessibility Testing, Agile Development, Version Control Workflows, Object-Oriented Programming

Soft Skills: Clear Communication, Team Collaboration, Initiative, Problem-Solving, Adaptability, Detail-Oriented