

Chloe Feierabend

Student Software Developer and UX/UI Designer

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Objective

Aspiring Software Developer and Interface UX Designer currently enrolled in the I.T. Innovation and Design Program, seeking to leverage my experience in software engineering and UX design to create intuitive, user-centric digital experiences with a solid and scalable foundation. Currently a co-op student with availability for 4 months.

Highlights

- Experienced software developer and UX designer with a robust coding foundation, specializing in visually appealing applications.
 - Proficient in coding languages: HTML, CSS, JavaScript, C#, ASP.NET, Java.
 - Experienced in Visual Studio Code, Visual Studio, Adobe Suite CC, FIGMA, Unity3D, and Unity2D.
- Proficiently crafted wireframes, mockups, and prototypes in school projects, ensuring streamlined interactions with a user-centric approach.
- Effective problem solver with a user-centered design approach.
- Excellent communication and collaboration abilities.
- Experience in agile software development and software quality testing.

Education

I.T. Innovation and Design Program Co-op (0040C)

2022 - expected graduation April 2026

Conestoga College, Waterloo, ON

Relevant Coursework: Programming Concepts, Java Web Technologies, User Experience, Programming Mobile Applications, Software Quality and Usability

Experience

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

2024 – present

Waterloo

- Designed and developed a VR Museum in Unity as an interactive marketing tool, showcasing individual projects within the company.
- Implemented teleportation mechanics, event-driven interactions, and trigger-based animations to create a seamless and engaging user experience.
- Optimized 3D assets and UI components, balancing visual appeal with VR performance constraints for a polished and efficient experience.
- Managed source control with SourceTree and Jira, ensuring smooth collaboration by efficiently handling branches and linking development tasks.
- Developed C# scripts to refine user navigation, improve scene transitions, and enhance overall interactivity in the VR environment.

Content Creator and Sales Associate | Hobby and Toy Central

2019 – 2022

Waterloo

- Progressed digital content strategies through user research, contributing to improved user experience on the company website.
- Authored engaging SEO-optimized blog content that increased website traffic and drove higher sales by aligning blog topics with customer interests and seasonal demand to maximize customer engagement and purchasing intent.
 - *Example:* Wrote a spring-themed blog post featuring Crayola sidewalk chalk, leading to a 243% increase in sales (weekly purchases rising from 3.5 to 12).

Co-Founder, Creative Director, and Designer | The Rocky Dock

2019 – 2020

Honey Harbour

- Co-founded and creatively directed a fashion design company specializing in original Georgian Bay-themed designs on various fashion items, showcasing entrepreneurial skills and adaptability.
- Designed and created all the content used for the company, including designs on the merchandise sold and art used for both digital and physical marketing.

Project Work

Game Development – “Fruit Loot”:

- Led UI/UX design for an immersive fruit-collecting game, applying industry-standard practices, ensuring an intuitive and engaging player experience.
- Developed a save system for level progress and a high-score achievements page, enhancing player retention and motivation.
- Implemented object-oriented programming principles in C#, creating a scalable and maintainable game codebase.
- Conducted thorough software testing, identifying and resolving issues to ensure smooth performance and reliability.
- Refined game interfaces through user feedback, improving navigation, transitions, and overall interaction design.

Skills

UX/UI Design

Figma (Auto-layout, Component Libraries, Prototyping)

Wireframes, Mockups, Prototypes, Storyboards

User Journey Maps & Workflow Diagrams

Color Palette & UI Consistency

Accessibility & Responsive Design

HTML, CSS, JavaScript, Tailwind

C#, ASP.NET, Java

Visual Studio Code & Visual Studio

Unity3D & Unity2D

Version Control (SourceTree)

Agile Development & Ticketing (Jira, Confluence)

Adobe Suite CC (with specialties in Photoshop,

Illustrator, After Effects and Premiere Pro)

Data Visualization

Calendar Management

Phone Etiquette

Written and Verbal Communication

Creative and Structured Problem Solving

Detail-Oriented

Self-Starter

Creativity

Collaboration

Microsoft Office Suite