# **Christine Trac**

https://christinetrac.github.io

#### **WORK EXPERIENCE**

### **Apple**

# **UI Engineer**

Jun - Aug 2021 React, Redux, Javascript, CSS

- Developed the UI of a user management web app in App Store Connect with REST API integrations and styled components
- Researched and implemented good coding practices for web accessibility

# Course Studio

## **Frontend Developer**

Liquid, Javascript, SASS

- Jan May 2021
- Developed responsive web and mobile eLearning course interfaces and products
- Used authentication of REST APIs to manipulate and get course data

### Vouchr

# **Frontend Developer**

May - Aug 2020 React, Typescript, Javascript, CSS

- Developed app for banking customers to have an interactive electronic money transfer experience with eCards
- Collaborated with team as lead frontend developer to create a rewards system for users to redeem premium content

## George Brown College

Sep - Dec

2019

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## **Full Stack Developer**

SQL, Grails, Groovy, Javascript, HTML/CSS

- Developed MVC web apps for George Brown College staff, students and applicants
- Used complex SQL database queries to handle the data of 250,000+ people
- Created a Solr search engine for an internal staff web portal

#### **FDUCATION**

## **University of Waterloo**

Candidate of BASc. Computer Engineering

Expected graduation date is April 2024

ctrac@uwaterloo.ca

**%** 647 407 2923

Christinetrac

in christine-trac

#### **LANGUAGES**

Javascript Java
HTML/CSS C++
SQL Python
Typescript Groovy

Liquid

#### **TECHNOLOGIES**

React / Redux SASS
React Native Grails
NodeJS Git
jQuery Figma

#### **PROJECTS**

#### **ACNH Tracker** *P*

React Native, Javascript, API, Figma

A mobile companionship app for calculating and keeping track of a user's friendship levels with villagers in the popular game Animal Crossing<sup>™</sup>

### Friendle @

React Native, Javascript, Firestore

A matchmaking mobile app that pairs users with similar interests and generates a unique hangout session for them using Al algorithms

Won **2nd place overall** and **1st place** for "Best Mental Health Hack" at UofTHacks 2021

## KashKitty @

React Native, Javascript

A gamified budgeting mobile app that gives users a collection of cats with behaviours dependant on their budget and spending

Won **1st place** for "Best Hack for Educating Ages 10-15 on Finance" at SheHacks 2021