

Christine Trac

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🔄 christinetrac

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WORK EXPERIENCE

Apple

Jun 2021 -
Present

Software Engineer

[React](#), [Javascript](#), [HTML/CSS](#)

- Did some programming with the Apple Media Products UI Team

Course Studio

Jan - May
2021

Frontend Developer

[Liquid](#), [Javascript](#), [SASS](#), [Rest APIs](#)

- Developed responsive web and mobile eLearning course interfaces and products
- Used authentication of rest APIs to manipulate and get course data

Vouchr

May - Aug
2020

Frontend Developer

[React](#), [Typescript](#), [Javascript](#), [HTML/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

Full Stack Developer

[SQL](#), [Grails](#), [Groovy](#), [Javascript](#), [HTML/CSS](#)

- Developed web apps for George Brown College staff, students and applicants
- Used complex SQL database queries to handle the data of 250,000+ people

EDUCATION

University of Waterloo

[Candidate of BAsC. Computer Engineering](#)

- Expected graduation date is **April 2024**
- Relevant coursework:
 - ECE 250: Data Structures and Algorithms
 - ECE 150: Fundamentals of Programming

LANGUAGES

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

TECHNOLOGIES

React / Redux	SASS
React Native	Grails
NodeJS	Git
jQuery	Figma

PROJECTS

ACNH Tracker [🔗](#)

[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™

Friendle [🔗](#)

[React Native](#), [Javascript](#), [Firestore](#)

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