

# CHRISTINE TRAC

UNIVERSITY OF WATERLOO ENGINEERING

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📁 [christine-trac.me](https://christine-trac.me) → dev by me!

## LANGUAGES

JavaScript

C++

Java

Python

HTML / CSS

SQL

Swift

TypeScript

Liquid

Groovy

MATLAB

## TECHNOLOGIES

React / Redux

React Native

Node.js

Grails

jQuery

Git

Figma

## EDUCATION

University of Waterloo | 2023 Grad

- Candidate of BAsC. Electrical Engineering, Co-op Program
  - ECE 250: Data Structures and Algorithms
  - ECE 150: Fundamentals of Programming

## WORK EXPERIENCE

### Full Stack Developer

Course Studio | Jan 2021 - Present

- Developing eLearning course interfaces and products for Thinkific course creators/clients
- Using Liquid, Javascript and RESTful APIs

### Frontend Developer

Vouchr | May - Aug 2020

- Developed React web apps for P2P bank transactions using JavaScript, TypeScript and HTML/CSS
- Completed Jira sprint tasks weekly in a fast-paced agile scrum environment and presented weekly demos
- Collaborated with team to create rewards system for users to redeem new cards for electronic money transfers

### Full Stack Developer

George Brown College | Sep - Dec 2019

- Developed Grails web apps for George Brown College with Groovy, JavaScript, and HTML/CSS
- Used SQL skills for complex database queries to handle the data of 500,000+ staff, students and applicants
- Created an international application module for admission officers to block countries and control the limit of applicants

## PROJECTS

### KashKitty 🔗

React Native, JavaScript | Mobile App

- Gamified budgeting app where users have a collection of cats and depending on their transaction history, their cats will run away, encouraging money-saving
- Users input their budgets and transactions so the app can determine the cats' behaviours
- Won 1st place for "Best Hack Educating Women Between the Age of 10-15 on Finance" at SheHacksV

### ACNH Friendship Tracker 🔗

React Native, JavaScript, API, Figma | Mobile App

- Used React Native, JavaScript, Figma and an Animal Crossing API to develop and design an app that keeps track of a user's friendship with their villagers
- Users input their daily interactions with villagers and the app will calculate and store their friendship levels