

# CLARICEN

3B Computer Science | Human-Computer Interaction Option  
University of Waterloo

<http://github.com/claricen>  
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## WORK EXPERIENCE

### Undergraduate Research Assistant

David R. Cheriton School of Computer Science May - Aug 2016

- Currently working in the Human-Computer Interaction lab under supervision of Dr. Edith Law

### Bioinformatics Web Developer

Public Health Agency of Canada Jan - Apr 2016

- Worked on redesigning the *Superphy* web application to improve the application's scalability and maintainability
- Refactored old front-end HTML templates to the Mithril.js framework using Coffeescript to improve browser rendering times
- Developed Python scripts to upload and validate gene and genome metadata to a triplestore graph database
- Designed a virulence factor ontology to be integrated with the database

### Creative Tech Specialist

Marketing & Strategic Communications, University of Waterloo May - Aug 2015

- Created responsive HTML email invitations compatible across multiple email clients to reach individuals throughout the university
- Gathered user stories from various departments for the redesign of the Waterloo Content Management System with behaviour driven development methodologies

## PROJECTS

### Design and Web Development

- Designed and developed *personal website* (HTML, CSS, Sass, experimented with AngularJS)
- Heavily involved with design of Math Orientation 2015 website
- Contributed to Women in Computer Science website (git, Pelican)
- Designed mock-ups for an Android application at Hack Western 2

## EXTRA

### Director of Publicity, Office Manager

Women in Computer Science Undergrad Committee May 2015 - Present

- In charge of publicizing events, including outreach through social media, designing posters and banners, and sending emails.
- Maintained the office policy and organized office hours

### Undergraduate Research Opportunities Conference Participant

David R. Cheriton School of Computer Science Oct 2-4, 2015

- Worked with the HCI project group, designed a rapid prototype for a mobile game to increase motivation for users to collect observations on noise pollution for researchers.

## SKILLS

### Industry Experience

- Python, HTML/CSS, Coffeescript, Mithril.js, SPARQL, triplestore databases, git, bash, Linux

### Others

- C++/C, Javascript, Sass, Less, Flask, AngularJS, Racket, Bootstrap, Java

### Design

- Photoshop, Illustrator, Indesign

## EDUCATION

### Bachelor of Computer Science

University of Waterloo 2013 - 2018

- Term Dean's Honours List (Fall 2013 - Winter 2015)
- President's Scholarship
- French Certificate

### Relevant Courses

- Operating Systems
- Algorithms
- User Interfaces
- Data Structures and Management
- Foundations of Sequential Programs
- Computer Organization and Design
- Object-Oriented Software Development
- Logic and Computation
- Introduction to Combinatorics
- Statistics and Probability

## INTERESTS

- UI/UX and interreaction design
- Machine learning
- Badminton
- Journaling, drawing
- Playing video games
- Learning new things!