

DENIZA MALATAEVA

2A Comp. Engineering University of Waterloo

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English - Russian - Kyrgyz

PROGRAMMING //

Proficient with:

Java, Python,
C++, C#

JavaScript (various frameworks),
HTML, CSS (SASS)

Verilog, VHDL, ARM, MATLAB

Familiar with:

OpenGL, TCP/IP, OAuth, OAuth-2

SOFTWARE & TOOLS //

Proficient with:

Git, SVN, JIRA, TFS

Quartus Altera, Keil uVision

Photoshop, Illustrator, Selenium,
Maven

Familiar with:

Docker, Jenkins, AWS, Google
Cloud Services

FIELDS OF INTEREST //

- Full Stack Development
- Back End Development
- UI/UX Development
- Graphics / Rendering
- Machine Learning
- Game Development

SOFT SKILLS //

- 1B/2A ECE Class Rep.
- Highly reliable team player
- Effectively manages stressful situations
- Constantly looks for ways to improve
- Thinks outside the box to find solutions to problems

INTERNSHIPS

ScribbleLive

Software Testing Developer

Toronto, ON

Sept 2016 – Dec 2016

- **Actively used Java, Eclipse, Maven and Selenium Automation tools**
- Improved regression workflow used by QA team to minimize time and effort costs.
- Defined requirements and spearheaded automated testing using Selenium to reduce testing time by more than 50% in later launches.
- Rigorously tested the Engage platform using various testing methodologies throughout Agile lifecycle stages.
- Gained valuable insight into practical examples of microservices implementation and competing-standard software team infrastructure.

Genetec

Software Developer Intern

Montreal, QC

Jan 2016 – Apr 2016

- **Actively used C#, Microsoft Dynamics CRM**
- Closely communicated with CRM users to define case-based user requirements and build solutions to better align CRM for the intended use.
- Developed CRM plug-ins that migrate hard-coded information and automate metadata-related processes.
- Monitored and fixed bugs during major critical deployment sessions to ensure success of the team.

PROJECTS

Visualyrics // [Github](#) // JS, Python, WebGL, Semantria, Watson IBM, Genius API

- Experimental implementation of machine learning to analyze song lyrics in terms of sentiment, both quantity and magnitude.
- Users can guess songs and earn scores based on the graphical output.

Transactual // [Github](#) // Java, ocr.space, Android, PHP, SQL

- A background Android mobile app that scrapes day-to-day mobile transaction data using NFC and OCR technology.
- Data is dynamically updated in database and can be retrieved via text-messages.

Resourceful // [Github](#) // Java, AWS, Amazon Echo (Alexa), Edamam API

- An Amazon Echo Skill that allows users to find recipes based on allergies, dietary needs or specific ingredients they already have.
- Alexa retrieves voice query results and outputs punctuated recipe instructions for easy, hands-free cooking guidance.

Brainiac // [Github](#) // Python, SmallBasic, Photoshop & Illustrator

- Fast-paced arcade-style game created for international students to learn four primary school subjects - Math, Chemistry, English and Computer Science.
- Thoroughly tested and approved by experts in subject fields, subsequently 'virally' uploaded onto desktops in schools' computer lab for maximum usage results.

Wandaless // [Github](#) // Java, JS, Google Cloud Services, Google Maps API

- A webapp that allows users to collaborate on travel plans in real-time.
- UI includes Google Maps view where users can visualize their trip.
- Users will be able to communicate, create polls in chat panel, or task the chatbot to create new destinations on the map.