Deniza Malataeva

Computer Engineering 2020 University of Waterloo

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English • Russian • Kyrgyz

Programming

C++

Javascript (Node, Angular, React)

Java / C#

VHDL / Verilog

Python

Tools & Technologies

Git / SVN

JIRA / TFS

AWS / Docker / Jenkins

Quartus

Photoshop / Illustrator

Fields of Interest

Cybersecurity

Machine Learning & AI

Data Science

Android Programming

UI/UX Development

Experience

ScribbleLive

Software Testing Developer

Sept 2016 – Dec 2016

Toronto, ON

- Continuous testing of Engage platform throughout release sprints
- Improved regression testing workflow to minimize time and effort costs
- Defined requirements and spearheaded the automation testing process
- Gained insight into software company infrastructure and common methodologies

Genetec

Jan 2016 - Apr 2016

Programming Analyst

Montreal, OC

- Close communication with CRM users to define case-based user requirements; extensive usage/customization of Dynamics CRM
- Development of C# Class for CRM-based Plug-Ins that automates keyvalue pair assignment and eliminates hard-coded metadata
- Monitoring and fixing bugs during major critical deployment sessions

Tagaytay

Jan 2010 - Sept 2013

Assistant Administrator

Tamchy, Kyrgyzstan

- Managed dining facility and accounted for weekly administration reports
- Developed effective time and stress management skills due to tight daily schedule and heavy workload
- Obtained valuable communication (tourism and service) skills through constant exposure to diversity of customers

Projects

Transactual

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

Resourceful

- An Amazon Echo software that allows users to find recipes based on ingredients they already currently have
- Alexa retrieves voice query results using Edamam API and is able to accommodate allergies and nutritional specifications
- Back-end programmed in combination of Java & Node.js

Brainiac

- Arcade-style game created for international students to learn four primary school subjects - Math, Chemistry, English and Computer Science
- Coded using SmallBasic, original art elements created in Photoshop