

KAYLEE NASSER

B.Sc. Computer Science

@ kayleenasser@gmail.com

☎ 403-404-8833

🌐 <https://github.com/kayleenasser>

in [linkedin.com/in/kaylee-nasser-433056249](https://www.linkedin.com/in/kaylee-nasser-433056249)

EDUCATION

University of Calgary

📅 September 2020 – Present 📍 Calgary, Canada

Expected Graduation Date: May 2024

Cumulative GPA: 3.67

B.Sc. Computer Science (Major)

Visual Studies & Art History (Minor)

PROJECTS

Meowdoku

- Android Sudoku app designed using the Unity Engine and Unity API.
- All hand-drawn assets and UI. Sudoku solver programmed into the system.
- Learned C# and Unity API
- <https://github.com/kayleenasser/Meowdoku>

Command Line Sudoku

- Basic Sudoku game that runs in the command line
- Code includes a Sudoku solver/generator

Henry Bot

- A discord bot used to play music from YouTube in voice calls.
- Made for my friends.
- Learned about the Youtube and Discord API

MeowioKart

- A 2D pixel game based around MarioKart programmed exclusively in C.
- Every pixel programmed in manually.
- Program runs on Raspberry Pi.
- Visuals drawn and converted to code in GIMP.

HONORS & AWARDS

- University of Calgary Deans List
 - 2020 - 2021
 - 2021 - 2022
- Jason Lang Scholarship - January 2022
- University of Calgary Entrance Scholarship - September 2020
- \$2500 Rutherford Scholarship - September 2020
- High School Academic Honors with Distinction Award - June 2018, 2019, 2020
- High School Advanced Placement Art Award - June 2019, 2020

SKILLS

Programming Languages

Python, Java, C#, C, C++, SQL, Haskell, Prolog, JavaScript, HTML, CSS, ARMv8 Assembly

Libraries/APIs

Unity API, Discord API, Twitter API

Software

GitHub/GitLab, Unity Engine, Visual Studio Code, GIMP, LaTeX

Operating Systems

UNIX/Linux, MacOS X, Windows

Spoken Languages

English, French

COURSES

B.Sc. Computer Science (Major)

University of Calgary

Completed

- Design & Analysis of Algorithms
- Artificial Intelligence
- Reverse engineering
- Principle of Operating Systems
- Intro to Software Engineering
- Data Base Management Systems
- Computing Machinery I & II
- Theoretical Foundations of CPSC I & II
- Data Structures & Algorithms
- Information Security & Privacy
- Functional Programming Paradigms
- Linear Methods
- Calculus I & II

In Progress

- Human Computer Interaction
- AI in Games
- Natural Language Processing

Visual Studies & Art History (Minor)

University of Calgary

- Generative Art
- Media Arts: Practice & Theory
- Drawing
- 2D & 3D Fundamentals
- Painting: Figuration
- History of Video Games

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WORK EXPERIENCE

Software Test Specialist Co-op

Magnet Forensics

📅 May 2023 - December 2023

- Implemented testing strategy's on Magnet's AXIOM Corporate Products. Worked closely with developers in creating quality products to help create cases for corporate litigation. Specifically, I worked on features of UI test automation using Test Studio, running automation through Jenkins, working on DevOps jobs at times, and manually testing of the products.

Front of House Salesperson

Pie Junkie

📅 July 2020 - July 2021

- Worked with handling customers in person, online, and over the phone, organizing the front, packing orders, and baking pies.

Stage Manager

Calgary Young People's Theatre

📅 August 2017 - May 2018

- Stage Managed a play in the cannonball festival as a volunteer stage manager. Organized actors and technical elements of show.

Summer Camp and Skating Instructor

Westside Recreation Centre

📅 June 2017 - February 2018

- Volunteered with kids ages 3-12, helped coordinate activities and assisted councillors. In the winter I taught both basics of skating and hockey to children and their parents.