

 [linkedin.com/in/elizaveta-makarova-2178ba193](https://www.linkedin.com/in/elizaveta-makarova-2178ba193)

 [github.com/elizavetaMakarova](https://github.com/elizavetaMakarova)

# Lisa Makarova

Contact Info **emakarova@mun.ca**  
(1)709-743-5956  
Montreal, QC

Education **Memorial University**  
*September 2017 — present*  
Bachelor of Science in Computer Science,  
minor in Math

Skills **Programming:**  
*Typescript, Node.js, React.js,  
AngularJS, AWS, Java, HTML, CSS,  
pascalABC, Git, Javascript, PHP, C#,  
SQL, Python*

**Data Analysis Tools:** *Pandas, R*

**Adobe Creative Cloud**

**2D and 3D Design :** *Autodesk Inventor,  
Fusion 360 and AutoCAD*

**Languages:** *English, Russian, French*

Selected Projects **Profanity filter** - the main goal of this feature is to be able to create a whitelist and blacklist of substrings in order to prevent profanity. Used in games.

**Request scheduler** - micro-service, the main functionality is to be able to schedule HTTP requests for existing routes in Kraken. Existing requests are getting checked every n period of time and when schedule time is equal to time now it gets executed.

**People counter website** – team project, worked on backend  
[cs.mun.ca/~thecommons/peoplecounter/](https://cs.mun.ca/~thecommons/peoplecounter/)  
Website connected to raspberry pi sensors, located in different locations of the university, this project is password protected

**Blocker** - course project, Java game, with multiplayer and AI  
<https://github.com/elizavetaMakarova/Blockus>

Work Experience **Behaviour Interactive**  
Software engineer  
*January 2020 — present*

- Worked on Angular or React management tool to provide admin functionality
- Developed new features and maintained existing ones for backend service used for several widely-played games with online multiplayer functionality - from the initial feature scoping to API and database design to integrating feature with AWS services and test-driven-development, to providing support to end user API consumers
- Documented and presented new features for the various game teams consuming our service
- Provided support to end users to clarify functionality or bugfixes and extended features

**Memorial University**  
Software Developer  
& Digital Media Assistant  
*September 2017 — January 2020*

- Developed backend functionality for re-al-time people counter website connected with raspberry pi sensors.  
[cs.mun.ca/~thecommons/peoplecounter/](https://cs.mun.ca/~thecommons/peoplecounter/)
- Developed frontend Javascript functionality for people counter website.
- Assisted clients in wireless by software support and tutoring sessions.

**Media Group KOMOS-media**  
Web Developer  
*September 2016 — August 2017*

- Developed frontend functionality for static website. [komos.media/](https://komos.media/)
- Tested the website and managed an excel document with the description and location of the bugs.

portfolio website: [elizavetamakarova.github.io/portfolio/](https://elizavetamakarova.github.io/portfolio/)