Elyse Herman

elyseherman21@gmail.com

elyseherman.com
linkedin.com/in/elyse-herman
github.com/elyseherman

EDUCATION

McGill University — Montreal, QC
Bachelor of Arts in Computer Science, Minor in International Development (GPA: 3.70/4.0) — Sep. 2020 – June 2025

King's College London — London, UK
Study Abroad Program — Jan. 2023 – May 2023

EXPERIENCE

Software Engineer — June 2024 – Present
SUTO Inc. (Launch Date: December 2024) — Toronto, ON
- Developed an application that connects professional and amateur private chefs to clients using React Native and Javascript, improving performance and maintainability.
- Lead a team of developers, increasing productivity and code quality through mentorship and collaboration.
- Managed the development pipeline and infrastructure for the application, ensuring efficient CI/CD processes and scalability.

Software Implementation Intern — May 2023 – Aug. 2023
Dream Asset Management Corporation — Toronto, ON
- Gained expertise in accounting software for coding files, optimizing internal processes and data management.
- Conducted comprehensive training sessions on new software for two offices, enhancing operational efficiency and user proficiency.
- Coded new files with the latest software and maintained legacy files, ensuring seamless integration and data consistency across platforms.

Learning Facilitator — Sep. 2022 – Dec. 2022
Girls Who Code — Montreal, QC
- Taught Python to female high school students, increasing their coding proficiency and confidence in programming.
- Demonstrated the importance of computer skills to female high school students, inspiring interest and engagement in technology careers.
- Highlighted the value of female coders in the industry, encouraging high school girls to pursue careers in a male-dominated industry.

PROJECTS

Personal Website | *JavaScript, HTML, React, CSS*
- Built a dynamic personal website with HTML, CSS, and JavaScript, integrating modern web design principles to highlight my technical expertise and professional achievements, which improved my professional network and attracted collaboration requests from other developers.

ZombieLand · Pathfinder Game | *Java*
- Developed an interactive pathfinding game in Java with a graphical user interface, implementing BFS, DFS, and Dijkstra's algorithms to find the optimal path based on shortest distance, fastest route, and safest traversal.
- Incorporated dynamic hazard avoidance to enhance user engagement and problem-solving skills.
- Successfully tested and optimized the game for performance and user experience.

TECHNICAL SKILLS

Languages: Java, Python, C, JavaScript, HTML/CSS, Swift, Bash
Frameworks: React, React Native, Node.js
Developer Tools: Git, VS Code, Visual Studio, Android Studio, Xcode, IntelliJ, Eclipse