

Emily Anas

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Technical Skills

Languages: C++ / C · Java · HTML · CSS / Sass · JavaScript · TypeScript

Frameworks & Tools: React · Angular · jQuery · Rails · MongoDB · PostgreSQL · Firebase · Heroku · Figma · Git

Experience

Software Developer | The Home Depot

Sep 2020 – Dec 2020

- Developed internal web applications using **Angular and TypeScript** to implement new UI features
- Used **ngrx/store** to integrate **RESTful APIs** on the client side and manage the global state of the application
- Worked with business and development teams to propose solutions and develop application requirements
- Added and tested new features and resolved bug fixes to improve application usability (e.g. responsiveness, readability)

Content Developer | The Ontario Institute for Cancer Research

Jan 2020 – Apr 2020

- Created new webpages and email templates using **HTML, CSS, Sass, and Bootstrap** according to given designs
- Added and updated content to existing Jekyll sites HTML, Liquid, YAML Front Matter, and Bootstrap
- Tested front-end code in Chrome, Firefox, Safari, Microsoft Edge, and Internet Explorer to ensure cross-browser compatibility and responsiveness

Front-End Developer | Reheart (Startup)

Jun 2019 – Aug 2019

- Created **custom web pages and sections** on Reheart's website according to given design specifications
- Transferred site content to and customized a new theme, which **doubled the website's speed**
- Integrated and maintained new apps and features (e.g. product reviews, product filters, wishlist) onto the website

Projects

Stardew Valley API | Jan 2021

[Live Demo](#) | [Source Code](#)

Created an API using **Rails** that lets users retrieve information about the game using a command line user interface created with **React+Redux**. The information is initially retrieved from the game's Wiki using a **Python web scraper** and stored using **Postgres**. This API is a faster and more organized alternative to browsing the Wiki while playing.

DocLog | Jan 2021

[Devpost](#) | [Source Code](#)

DocLog is a tool developed using **React, Symptom Checker API, and Cloud Firestore** that improves the delivery of medical services to remote communities. Patients can log their mood and symptoms, and the API suggests other related symptoms to the user that could help narrow down the diagnosis. The patient's information is stored and presented to the doctor's dashboard with possible diagnoses and an option to send a message to the patient.

Daynote | Dec 2020

[Source Code](#)

Designed a user interface using Figma and developed a calendar and note-taking app using **React, Node, Express, and MongoDB**. Daynote allows a user to add events and notes to their calendar and create global notes.

Webpage Editor | May 2020

[Live Demo](#) | [Source Code](#)

Implemented a Webpage Editor using **HTML, CSS, JavaScript, and jQuery** that allows the user to design webpage sections without any coding experience, preview the page in a new tab, and export the HTML code. The user interface and sample website theme were created using Figma.

Activities & Achievements

- Technovation 2017 (App Building) Competition Global Semi-Finalist
- SheHacks V: DocLog was awarded 3rd Place for Bell Caring for Remote Communities
- WiCS (Women in Computer Science) Bubbles upper-year mentor for Fall 2020 & Winter 2021 school terms
- Top 25% of participants in Waterloo math contests: Pascal & CIMC (2015), Cayley (2016), Fermat (2017)

Education

Bachelor of Computer Science | University of Waterloo

Sep 2018 – May 2023

Coursework: Algorithms, Object-Oriented Programming, Data Structures & Management, Functional Program Design