

# Monica Iqbal

Toronto, ON

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## HIGHLIGHTS OF QUALIFICATIONS

- Interacts well with students, staff, and faculty of diverse backgrounds
- Demonstrated excellent communication (oral and written), interpersonal, and leadership skills through working in team settings and technology jobs
- Excellent analytical skills from involvement in research and quality assurance roles
- Extensive knowledge of computer science concepts through candidacy for HBSc in Computer Science and side projects
- Always willing to learn new concepts and improve on existing concepts

## COMPUTER SKILLS

- **Software and programming:** Python, Java, HTML, CSS, Android, ReactJS, Microsoft Office, Git/GitHub, JSON, Unity, C, C#, SQL, Bash, SSH, HP Performance Center, VuGen, HP LoadRunner Analysis
- **Platforms:** Mac OS X, Windows, Linux, iOS

## EDUCATION

### **University of Toronto – St. George Campus**

Sep. 2014 – Apr. 2020

- Honours Bachelor of Science (HBSc)
  - Computer Science (major)
  - Environmental Geography, Environmental Studies (minors)
- Relevant coursework: Research Opportunity Program – Computer Science and Environmental Studies, Software Tools and Systems Programming, Software Design, Programming on the Web, Intro to Databases, Data Structures and Analysis, Intro to Software Engineering

## PROJECTS

### **Web Application for Feeding Canadian Kids (FCK)**

Jan. – Apr. 2020

*Intro to Software Engineering – University of Toronto*

- Developed a full stack web application for Feeding Canadian Kids, a non-profit organization dedicated to solving food insecurity among Canadian children, with a team of six other students
- Utilized the Scrum and Kanban methods by involving two-week sprints in the software development process and using GitHub Projects as a scrum board
- Improved pairings page of the application by designing a wireframe and implementing the wireframe using HTML/CSS
- Created branches for each feature on GitHub and submitted pull requests for scrum master to review
- Received an overall grade of 94%

### **ARChem**

May – Aug. 2019

*MADLab – University of Toronto*

- Implemented main menu for ARChem, a mobile, Unity-based chemistry game for the chemistry department at U of T Scarborough (UTSC), using JSON serialization and C# in the back end
- Collaborated with lab manager on project using Git, a version control system for software development
- Participated in team meetings about the project with other team members who were involved in the project, providing updates to other team members
- Communicated regularly with lab manager to address any questions or issues about the code

### **Clean City, Green City**

May – Aug. 2017

<https://github.com/enviroprogrammer/cleancity>

- Developed a mobile game that taught players about environmental sustainability and waste management using Unity as part of my research with Professor Steve Engels
- Applied design research techniques to test how well the game fared as an educational game
- Play-tested the game with over 30 players and used playtesting feedback to make further improvements to the game
- Received generally positive feedback from playtesting results, with many stating that the game was indeed educational
- Featured on UofT News article about the effects of video games on STEM education

**PhotoRenamer**

Oct. – Nov. 2016

Software Design – University of Toronto

<https://github.com/enviroprogrammer/photo-renamer>

- Developed a desktop application using Java's Swing that allowed users to associate photos with certain tags and rename images based on their chosen tags
- Applied Observer and Iterator patterns for program to function correctly
- Created configuration files that stored information about tags and any renaming activity so that the app would pick up where it left off upon the next rerun

**American Football Score Keeper**

Aug. 2016

Intro to Android Development – Udacity

<https://github.com/enviroprogrammer/football-score-keeper>

- Developed an Android app using XML and Java that allowed an individual to keep track of scores between two teams in American football
- Designed the front end of the app using XML
- Implemented the back end using Java and applying object-oriented principles

**Personal Website**

Sept. 2015 – present

<http://www.monicaiqbal.me/>

- Developing a personal website that acts as a portfolio for projects done in and outside the classroom
- Using ReactJS, HTML and CSS to implement website features
- Applying web design techniques to develop the overall look and feel of the website

**EXPERIENCE****Lab Assistant and Mobile Developer** | MADLab, University of Toronto | Toronto, ON

June – August 2019

- Implemented the main menu for ARCherny, a chemistry game made with Unity and C# as the backend as well as JSON serialization
- Provided support to lab users with a focus on Android devices
- Maintained the physical lab environment, including development computers

**Quality Assurance Test Analyst** | CIBC | Toronto, ON

May – August 2018

- Worked with Performance Testing team to test applications based on response time using HP Performance Center and write test scripts in C using VuGen
- Created test reports from latest test results on HP Performance Center
- Analyzed test result data using Microsoft Excel, noting comparisons to performance before and after upgrades
- Communicated with development team regarding test results and addressed any performance issues

**Research Assistant** | University of Toronto | Toronto, ON

May 2017 – April 2018

- Participated in undergraduate research opportunities as part of University of Toronto's Research Opportunity Program
- Provided research support to Professor Steve Engels with game design research from May to August 2017 by conducting over 30 playtests
- Analyzed playtest data using Microsoft Excel and summarized playtest results in a research report
- Developed a deep learning and neural network simulation project under the supervision of Professor Brad Bass using COBWEB, a virtual simulation software
- Wrote a literature review about deep learning to supplement deep learning research project

**IT Help Desk Assistant**

May – July 2017

Ontario Institute for Studies in Education (OISE), University of Toronto

Toronto, ON

- Responded to inquiries from clients in person, over the phone, and online about technical problems
- Booked equipment for clients using Web Help Desk system
- Troubleshoot clients' technical problems and updated tickets frequently
- Elevated complex and high-priority problems to the appropriate staff