

# Monica Iqbal

Toronto, ON | (647) 830 4256 | [monica.iqbal@mail.utoronto.ca](mailto:monica.iqbal@mail.utoronto.ca) | [linkedin.com/in/iqbalmonica](https://www.linkedin.com/in/iqbalmonica) | [github.com/enviroprogrammer](https://github.com/enviroprogrammer) | [monicaiqbal.ca](https://monicaiqbal.ca)

## HIGHLIGHTS OF QUALIFICATIONS

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- Emerging developer with 2+ years of experience in software design and development
- Graduated with an Honours Bachelor of Science in Computer Science from the University of Toronto
- Excellent communication (oral and written), interpersonal, and leadership skills
- Interacts and collaborates well with others to achieve operational results
- Demonstrated strong analytical and problem-solving skills from current position as a software developer at Rogers as well as research opportunities at UofT

## RELEVANT EXPERIENCE

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### DeLorean

Nov 2021

*"Hack to the Future" Hackathon, Rogers Communications*

- Served as the head UX designer for a team consisting of 3 other Rogers employees to design a prototype of a dashboard that predicts network outages using Figma
- Invited to a meeting with a representative from one of Rogers' network teams to discuss the possibility of continuing the project beyond the hackathon

### Clean Kangaroo

Apr 2021

*The Complete Figma Course – Designing Mobile & Web App UI/UX (Udemy)*

- Illustrated a prototype of a laundry service request app using Figma to further skills in user experience design

### Anxious Mango

Oct 2020 - Dec 2021

- Designed and developed a mobile app using React Native to enable users to manage their mental health, especially during the COVID-19 pandemic
- Devised a mockup of the app using Figma to serve as the foundation for developing the app

### Web App for Feeding Canadian Kids

Jan 2020 – Apr 2020

*Intro to Software Engineering – University of Toronto*

- Enhanced an existing full-stack web application for Feeding Canadian Kids, a non-profit organization dedicated to solving food insecurity among Canadian children, with a team of 6 other students
- Improved pairings page of the application by designing a wireframe and writing high-quality code for the page using HTML/CSS
- Utilized the Agile Scrum and Kanban project management methods by involving two-week sprints in the software development process and using GitHub Projects as a scrum board
- Formed branches for each feature on GitHub and submitted pull requests for the scrum master to review

### Clean City, Green City

May - Aug 2017

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

- Developed a mobile game using design thinking that taught players about environmental sustainability and waste management using Unity as part of my research with Professor Steve Engels
- Applied design research 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 and would be a great addition to classroom lessons
- Featured on UofT News article about the effects of video games on STEM education

## PROFESSIONAL EXPERIENCE

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### Rogers Communications

May 2021 - present

Software Developer

Toronto, ON

- Configuring pages, creating and updating UI components and page templates, and fixing bugs on the Rogers for Business site using AngularJS, HTML, CSS, and Contentful
- Building and deploying pages, templates, and components to the appropriate development environments using Jenkins
- Adding accessibility updates to components to make navigation easy for all users
- Writing unit tests for components using Jest
- Refactored components to be compatible with Angular Universal in order to enable server-side rendering on the R4B site, thereby decreasing the site's bounce rate and improving its performance on mobile and low-powered devices

### CIBC

May 2018 - Aug 2018

Quality Assurance Test Analyst (Co-op)

Toronto, ON

- Collaborated with Performance Testing team to test applications based on response time using HP Performance Center and write test scripts in C using VuGen
- Designed 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 about test results and addressed any performance issues

### University of Toronto

May 2017 - Apr 2018

Undergraduate Research Assistant

Toronto, ON

- Provided research support to Professor Steve Engels with game design research from May to August 2017 by designing and developing a waste sorting game and conducting 38 playtests
- Analyzed playtest data and concluded that the game fared well as an educational game, with 95% of participants recommending it as a supplement to classroom lessons
- Generated a deep learning and neural network simulation project from September to April 2018 under the supervision of Professor Brad Bass using COBWEB, a virtual simulation software
- Composed a literature review about deep learning to supplement research project

## EDUCATION

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### University of Toronto

Sept. 2022 - present

Master of Information

Toronto, ON

- Concentration in User Experience Design
- Collaborative Specialization in Environmental Studies

### University of Toronto

June 2020

Honours Bachelor of Science in Computer Science

Toronto, ON

- Minors in Environmental Geography and Environmental Studies
- Coursework: Software Tools and Systems Programming, Software Design, Intro to Databases, Programming on the Web, Data Structures and Analysis, Intro to Software Engineering

## SKILLS AND CERTIFICATIONS

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- **Programming:** Python, Java, HTML, CSS, AndroidJS, ReactJS, Swift, Microsoft Office, Git, JSON, Unity, C, C#, SQL, Jest
- **Quality assurance:** HP Performance Center, VuGen, HP LoadRunner Analysis
- **User experience:** Figma, Adobe XD, InVision, wireframing, usability testing, playtesting
- **Certifications:** Apollo GraphQL Associate