Monica Iqbal

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HIGHLIGHTS OF QUALIFICATIONS

- Emerging developer with 2+ years of experience and an Honours Bachelor of Science in Computer Science from the University of Toronto
- Passionate about learning new technologies
- 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 involvement in research opportunities at UofT and Test Analyst co-op at CIBC

TECHNICAL SKILLS

Programming: Python, Java, HTML, CSS, Android, ReactJS, Swift, Microsoft Office, Git, JSON, Unity, C, C#, SQL
Quality assurance: HP Performance Center, VuGen, HP LoadRunner Analysis
User experience: Figma, Adobe XD, InVision, wireframing, usability testing, playtesting

RELEVANT EXPERIENCE

Anxious Mango   Oct 2020 - present
- Designing and developing 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

Clima   Aug 2020 - Oct 2020
iOS 13 & Swift 5 - The Complete iOS App Development Bootcamp (Udemy)
- Built a live weather tracking app for iOS using Swift using the Delegate design pattern
- Collected JSON weather data from the OpenWeatherMap API by using JSONParsing
- Sent HTTP requests to OpenWeatherMap by using URLSession
- Determined the user's geographical location by utilizing the CoreLocation framework

BMI Calculator   Aug 2020
iOS 13 & Swift 5 - The Complete iOS App Development Bootcamp (Udemy)
- Created a BMI calculator app in Swift using the Model-View-Controller design pattern

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

Theatre Blocking Web App   Jan 2020
Intro to Software Engineering – University of Toronto
- Translated application requirements into a Minimum Viable Product (MVP)
- Deployed app using Docker
- Programmed a prototype web app for an arbitrary theatre company for actors and directors using JavaScript and Python Flask

- Used the Fetch API in JavaScript to create GET and POST requests for actors to see their blockings and directors to modify blockings, respectively

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

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 (rogers.com/business) 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
- 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
- Participated in 2 undergraduate research opportunities as part of UofT's Research Opportunity Program

EDUCATION

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