Monica Iqbal

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GitHub: https://github.com/enviroprogrammer

HIGHLIGHTS OF QUALIFICATIONS

- Recently graduated from the University of Toronto with an HBSc in Computer Science
- Five years' experience in creating web and mobile applications from working on personal, work, and school projects, including iOS and Android development
- Demonstrated excellent communication (oral and written), interpersonal, and leadership skills through working in team settings and technology jobs
- Developed analytical skills from involvement in research opportunities at UofT and Test Analyst co-op at CIBC
- Actively engages in activities outside of the classroom to expand skill set

COMPUTER SKILLS

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

PROJECTS

Dicee   *Jun. 2020*
iOS 13 & Swift 5 - The Complete iOS App Development Bootcamp (Udemy)
https://github.com/enviroprogrammer/udemy-ios-bootcamp/tree/master/Dicee
- Created a dice rolling simulator for iOS devices using Swift
- Used randomization to give users a random output each time they pressed the "Roll" button

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%

ARChemy   *May – Aug. 2019*
MADLab – University of Toronto
- Implemented main menu for ARChemy, 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

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 ARChemy, 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
- Troubleshot clients' technical problems and updated tickets frequently
- Elevated complex and high-priority problems to the appropriate staff

EDUCATION
University of Toronto – St. George Campus
- Honours Bachelor of Science (HBSc), June 2020
    - 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, Intro to Databases, Programming on the Web, Data Structures and Analysis, Intro to Software Engineering