**Monica Iqbal**

Toronto, ON

(647) 830-4256 | [monica.iqbal@mail.utoronto.ca](mailto:monica.iqbal@mail.utoronto.ca)

**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%

***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

***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 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