

Evelyn Salim

As a fast learner and enthusiastic student, I am seeking an internship that will allow me to demonstrate my talents, embrace challenges, and broaden my skills for personal and professional growth.

CAREER OBJECTIVE

Full stack development is my passion and I would love to be engaged in all aspects of the process, from coding to testing and training.

EDUCATIONAL BACKGROUND

Bachelor of Engineering with Honors: Software Engineering, *Victoria University of Wellington, Wellington – New Zealand*

FEBRUARY 2023 - NOVEMBER 2026

WORK EXPERIENCE

Website Tester, SkillBoooking

JULY 2024 - AUGUST 2024

- Tested and evaluated SkillBooking's site by uploading projects and navigating through the site as a user.
- Gave feedback to enhance the user experience on the site.

University's Academic Tutor, Victoria University of Wellington

FEBRUARY 2024 - JUNE 2024

- Tutored first year cybersecurity fundamentals course (CYBR171).
- Mentored juniors to complete assignments, labs and course work.

Student Ambassador, Victoria University of Wellington

FEBRUARY 2024 - CURRENT

- Lead groups of new students and assisted them in transitioning into university life.
- Worked alongside other student ambassadors and mentors.
- Developed proficient interpersonal communication and leadership skills.

Private Academic Tutor, Superprof

MARCH 2023 - CURRENT

- Implemented effective teaching strategies while private tutoring to improve the student's understanding of concepts
- Responsibilities include homework assistance and guidance towards their academic studies

Volunteering for Working Bee Parents Association Uniforms, Wellington Girls College

JUNE 2022 - DECEMBER 2022

- Developed communication skills while volunteering for the school's uniform association.
- Assisted tagging, folding, pricing, and selling uniforms.

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SKILLS

Technical Skills:

Computer Literacy

- Microsoft Office
- Adobe Creative Cloud
- Social Media Platforms

Programming

- Java
- C++
- C
- PHP
- HTML
- CSS
- Javascript

Game Development

- Unreal Engine 5
- Blender (3D Modeling)

Documentation & Source Control

- Github
- Trello

Cloud Computing Platforms

- AWS

Database Management

- SQL

General Skills:

Good teamwork, Adaptability, and Willingness to Learn

Supporting teammates and colleagues through difficulties while also learning together from them. Worked with different people from diverse backgrounds in both academic and general situations.

Leadership & Mentoring

In charge of leading a team as a student ambassador and presented in front of a group/the public.

PROJECT EXPERIENCE

Bubble Tea Website Development Project

- Made a bubble tea website as a personal project to learn new languages and gain more experience of the front & back end of a website.
- Used PHP, MySQL, HTML, CSS, and JavaScript.
- Used Trello as the project management tool.
- Connected MySQL databases to the website through PHP, allowing the staff to add admin information to the site such as: adding more bubble teas and its information to the database through logging in to the website with admin perks.
- Asked feedback from peers and teachers to improve the website

Autonomous Vehicle Challenge Project (AVC)

- Worked in a team of 4 to code and build a robot which follows a black line.
- Used C++ as the coding language and git as the project management tool.

Pacman Game Project

- Developed a game inspired by Pac-Man with a GUI
- Involved object-oriented programming, artificial intelligence, sprite design, version control, and extensive troubleshooting.
- Coded in Processing, used Java as the coding language, and GitHub for version control.

Unreal Engine Game Project

- Developed a mini game inspired by the cartoon Adventure Time
- Involved designing sprites in 3D with Blender, version control, player mechanics such as interactions and movement using Unreal Engine's blueprint visual scripting system.
- Used Unreal Engine 5 to build the game and Blender to make the game visuals.

Minesweeper Game Project

- Developed a Minesweeper game using Java.
- Implemented an AI algorithm to analyze the game state and provide users with mine locations and safe moves.
- Enhanced user experience by integrating real-time guidance and decision support into the gameplay.

Problem Solving

Identified and fixed issues when testing and debugging code for projects, made new solutions to problems that are not expected.

Attention to Detail

Conducted thorough code reviews and debugging, identifying and fixing critical bugs. Also developed detailed financial reports with a high level of accuracy by cross-referencing data sources.

Hardworking

Efficiently managed a high volume of tasks and responsibilities during peak periods, while optimizing workflows to find various solutions.

Adaptability

Adapted quickly to sudden project scope changes and tight deadlines, realigning objectives and delivering on time.

AWARDS

VUW Dean's List - Victoria University of Wellington 2023

Te Tohu Raukura Award - Wellington Girls College 2022

INTERESTS

I have a strong interest in drawing and exploring new art techniques (watercolor, digital art).

Additionally, I love playing the piano and guitar.

REFEREES

Referees upon request