

Evelyn Salim

ABOUT ME

I'm a fast-learning and enthusiastic software engineering student who loves bringing code to life through interactive, user-focused experiences. I'm currently seeking a full-stack development internship with a strong emphasis on front-end work. I'm eager to contribute across the development process and grow both personally and professionally by taking on real-world challenges.

EDUCATIONAL BACKGROUND

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

FEBRUARY 2023 - NOVEMBER 2026

WORK EXPERIENCE

Design and User Experience Lead, Rintr

APRIL 2025 - CURRENT

<https://www.rintr.com/>

- Designed the visual aspects using Figma for a startup rental company. This includes the website and web app.
- Collaborated with another designer to deliver the design aspect, and communicated with the rest of the team to ensure a polished product.
- Helped drive user engagement with over 155 tenants and 99 landlords signing up after launch.

Freelance Website Developer & Designer, Jewelry Company

DECEMBER 2024 - CURRENT

- Developed a fully functional e-commerce website for a startup jewelry company in New York using Shopify, incorporating additional HTML, CSS, and JavaScript to enhance functionality and design.
- Pioneered wireframe design in Figma and managed the entire website's development process, enhancing the brand's online presence.
- Integrated stakeholder feedback to enhance the website throughout development.

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.

University's Academic Tutor, Victoria University of Wellington

FEBRUARY 2024 - JUNE 2025

- Tutored first year cybersecurity fundamentals course (CYBR171).
- Mentored juniors to complete assignments, labs and course work.
- Collaborated with other tutors and lecturers in marking assignments.

Github: evelynvrsx

Linkedin: Evelyn Salim

Portfolio: <https://evelynvrsx.vercel.app/>

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SKILLS

Technical Skills:

Programming

- Java
- C++
- C

Web Development

- HTML
- CSS
- Javascript
- React
- PHP
- MySQL
- Node.js

Design & Prototyping

- Figma

Game Development

- Unreal Engine 5
- Blender (3D Modeling)

Documentation & Tools

- Github & Gitlab
- Trello
- Docker
- AWS

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.

Freelance Website Developer & Designer, SnugglesCat on YouTube

NOVEMBER 2024 - DECEMBER 2024

<https://snuggles.cat/en-nzd/>

- Built a merchandise-selling website using the Fourth Wall website builder and customized it with HTML and CSS.
- Designed wireframes and collaborated closely with the client to align the website with their brand.

Website Tester, SkillBoooking

JULY 2024 - AUGUST 2024

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

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

PROJECT EXPERIENCE

Personal Portfolio

<https://evelynvsx.vercel.app/>

(for additional information and projects)

This website is built using React.js (JavaScript) and designed with Figma

Bubble Tea Website Development Project

- Developed a personal bubble tea website using PHP, MySQL, HTML, CSS, and JavaScript.
- Implemented MySQL database integration for staff to manage admin data via a login system.
- Utilized Trello for project management and gathered feedback from peers and teachers for improvement.

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.

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.

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 visual arts, including drawing, watercolour, and digital art, which inspires my interest in front-end development to create aesthetically engaging user interfaces. I also enjoy playing the piano and guitar in my free time.

REFEREES

Referees upon request