

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

I am passionate about full-stack development with a particular focus on front-end, and I am eager to contribute to all aspects of the process, from coding and design to testing and deployment.

EDUCATIONAL BACKGROUND

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

FEBRUARY 2023 - NOVEMBER 2026

WORK EXPERIENCE

Freelance Website Developer & Designer, Jewelry Company

DECEMBER 2024 - CURRENT

- Created detailed wireframes in Figma and managed the entire website development process.
- Built and customized an e-commerce website using Shopify, incorporating additional HTML and CSS to enhance functionality and design.

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.

Freelance Website Developer & Designer, YouTuber client

NOVEMBER 2024 - DECEMBER 2024

- Built a merchandise-selling website using the Fourthwall 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 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.

Github: evelynvrsx, evelynvrsx

Linkedin: Evelyn Salim

+64 28 417 4800

evelynveronica1412@gmail.com

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.

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.

PROJECT EXPERIENCE

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.

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

- Implemented an AI algorithm using Java 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