



Laura Guevara



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SKILLS

Programming Languages: Java, Python, C/C++, QML, Julia

Web Development: HTML, CSS, JavaScript, Node.js, SQLite, MongoDB

Data Science: Pandas, Numpy, Spark

Software Design Tools: Scene Builder, Auto CAD, Solid Works, Microsoft Office, Adobe Photoshop

Version Control: Git, Subversion, Fossil

Operating Systems: Linux - Ubuntu, Mac OS, Windows

Others: Xcode, JetBrains, Qt Creator, Atom, Adobe Experience Manager, VirtualBox

WORK EXPERIENCE

Software Developer Intern

May 2018 - Aug 2018

Microsoft - Garage Internship Program

Software Engineering Co-op

Jan 2017 - Dec 2017

Verathon Medical Canada - Research and Development Department

- Used Java, CSS and Scene Builder to develop the front and back end of a desktop application that allows the clients to change the settings in the product
- Worked with another coworker to write a Linux shell script that takes in a version number and automatically makes a firmware package which is then distributed to the clients to perform software upgrades
- Developed the user interface in a touch-screen medical device applying QML and C++ knowledge to give a better and faster user experience

Research Assistant

Jan 2016 - Dec 2016

Simon Fraser University - Teaching and Learning Centre

- Designed and developed websites for the Snapshots and Education for Sustainability projects using Adobe Experience Manager and HTML, which provided faculty members with access to their colleagues' teaching techniques

PERSONAL PROJECT EXPERIENCE

LIFX Desktop Application

May 2017 - Present

- Applied JavaFX and Scene Builder knowledge to create the user interface for a desktop application that allows users to control LIFX smart light bulbs from any computer
- Used HTTP APIs with Python to process back end requests to provide quicker interaction than Java
- Implemented object-oriented programming to allow easier handling and better abstraction of individual light bulbs within the application

Best Exchange Rate Finder

Sep 2017

- Created a command line program using Python and Pandas that finds the best possible exchange rate for a provided currency
- Utilized data cleaning methods to parse and remove the websites' irrelevant data to provide clear results

Timesheet Calculator

Feb 2017

- Implemented a JavaFX Application using CSS and Java knowledge to calculate billable hours, starting time, or leaving time depending on the data entered
- Used communication skills to promote the application for other coworkers to manage their timesheet correctly



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PROJECT EXPERIENCE

AI Shogi Game (Japanese Chess)

Dec 2016

Introduction to Software Engineering, SFU

- Implemented the movements for over thirty different pieces as well as the validation class that helped the artificial intelligence system decide the next move and check if the opponent's moves were allowed
- Collaborated with four classmates to create three variations of the Japanese Chess game called Shogi using Julia language and Fossil version control system

CPU Simulator

Sep 2016

Introduction to Software Engineering, SFU

- Used time management and teamwork skills to work with four people to create a CPU simulator for the KCPSM6 machine in two weeks.
- Applied research and programming skills in Julia to develop the functions for inputs and outputs of peripherals for the micro-controller

English-Klingon Translator

Aug 2016

Data Structures and Programming, SFU

- Implemented object oriented programming skills in C++ to create a translator made up of a Hash Table containing several Binary Search Trees that stored an English-Klingon dictionary
- Created an interface that allowed the user to write an English word and get the Klingon translation by traversing through the ADTs

FriendsBook Application

May 2016

Data Structures and Programming, SFU

- Created an application in C++ using an ADT in object oriented design/programming that stored the profiles for a social network
- Simulated actions in the application using analytical skills, which allowed the users to join, leave, modify and search within the network

COMMUNITY ENGAGEMENT

Chief Communications Officer - Hack Lounge Club

Sep 2017 - Present

Simon Fraser University, Burnaby BC

- Used communications skills to promote events like whiteboard interview workshops to help students improve their technical knowledge

Facilitator - Hour of Code

May 2015

Prince Andrew High School, Dartmouth NS

- Applied communication skills to help students understand how casual games are developed, which also encouraged some of the students to learn more about programming and study Computing Science

EDUCATION

Simon Fraser University

Sep 2015 - Present

- Bachelor of Science - Computing Science
- CGPA: 3.03
- Expected graduation: Dec 2019

INTERESTS

- Traveling
- Volunteer Work
- Soccer
- Movies and TV shows