JANE LE

Software Developer | https://janele.ca/

+ WORK EXPERIENCE

Bunch Game Developer Intern   Jan 2021 – Apr 2021

- Released **Mars Dash: Battle Running Game v1.0** within a fast-paced timeline of 3 months by developing battle pass, character selection, and reactive networking systems using **Unity (C#)**.
- Prototyped and pitched the first iteration of a new Mars Dash game mode, which spearheaded product implementation.
- Integrated **Firebase** database and analytics systems to store user player preferences and track metrics such daily active users, retention rate, and average rounds played.
- Promoted positive company culture by formalizing a pixel art club to encourage design growth and fun.

Zynga Software Engineering Intern   May 2020 – Aug 2020

- Enhanced **Words with Friends 2** by using **Typescript**, **MobX**, and **React Native** to add advertisements for in-game purchases, and correct defects.
- Shipped a key social feature independently that encourages players to connect to Facebook by using incentives, **increasing overall engagement by 22%.**
- Collaborated with product teams to analyze trends for an in-game player retention feature and updated it accordingly, **increasing game creations through the feature by 31%.**

Climax Media Frontend Developer   Sep 2019 – Dec 2019

- Developed new UI features and bug fixes for the company's largest client MVC application using **React**, **Angular**, and **C#** in a three-week release cycle.
- Contributed to the release of Honda's CO2 emissions display by implementing reusable UI components which boosted environmentally-friendly sales.
- Integrated a custom **Google Tag Manager** data layer across all of Honda's React apps to enable sufficient data tracking for the client.

Siemens Healthineers Software QA Specialist   Jan 2019 – Apr 2019

- Eliminated the need for manual testing by initiating development for a mobile test suite for epoc® software using **Pytest** framework and **Appium API**.

+ PROJECTS

Lumi SlackBot   SlackAPI, Flask, Ngrok

- Programmed a slackbot to automate sending random conversation-starters daily.

TeaBuddy Android App   Kotlin, Firebase, Realm

- Published an Android application that enables tea-lovers to make posts and comments about tea, obtain tea information, and time their brews.
- Implemented an interface that consumes the MediaWikiAPI to display relevant tea details.

Guidin' George Submission for EngHack2019   Google Maps Api, Django, Twilio SMS API

- Created an SMS application during a 36 hour hackathon that provides Wifi-less users with geographic directions.

+ CONTACT

- janele913@gmail.com
- github.com/jane-le
- linkedin.com/in/janelamle/

+ ABOUT

I love software development and have a soft spot for the end-user. I'm a quick learner and enjoy wearing multiple hats. Specializing in web/game development, I'm eager to apply my skills and be impactful!

+ LANGUAGES

JavaScript
Typescript
C#
C++
Python
HTML/CSS

+ TECHNOLOGIES

React, React Native, Unity, Flask, MobX, Firebase, Git, Jenkins, Figma, AutoCAD, Android Studio

+ INTERESTS

House plant **caretaker**.
Stardew Valley and tetris **gamer**.
Newbie indoor **rock climber**.

+ EDUCATION

University of Waterloo
BASc, Mechatronics Engineering
2018-2023

Relevant Courses

- MATH 115 Linear Algebra for Engineering
- MTE 140 Data Structures & Algorithms (**C++**)
- MTE 241 Introduction to Computer Structures & Real-Time Systems (**C**)
- MTE 325 Microprocessor Systems and Interfacing