Jenna Tauro

Software Engineering 3A, University of Waterloo | www.jennatauro.com | jetauro@uwaterloo.ca | (519) 569 - 0418

SKILLS

· Strong knowledge of the Android platform and development processes
· Skilled in unit testing and TDD (Test Driven Development)

Languages   Proficiency in Java, C++, C, HTML, and CSS

Experience with Ruby on Rails, Python, Javascript, and Actionscript

Operating Systems   Mac OS X, Linux (Ubuntu), Windows 8/7/XP/Vista

Tools and Software   Android Studio, GitHub, Sublime Text, Visual Studio, Eclipse, Pivotal Tracker, LaTeX

WORK EXPERIENCE

Bridgit – Android Developer   *September – December 2014*

· Created and developed an entire redesign of the company's Android application with a small team
· Used a Sync Adapter to push to the server and wrote a network error handler to enhance offline experience
· Implemented RXJava to asynchronously load large sets of data on multiple threads
· Built a query builder on top of ORMLite that allowed for chaining database calls relevant to the application
· Handled events throughout the application using event bus, Otto

Pivotal Labs – Agile Engineer   *January – April 2014*

· Developed various Android applications to be released to market such as Bell TV and a mobile wallet
· Debugged and provided support for release candidate applications
· Practiced pair programming and test driven development using the frameworks Robolectric and Mockito

Xtreme Labs – Agile Test Engineer   *May – September 2013*

· Extensively tested functionalities of various mobile applications on several operating systems (iOS, Android, BB10, and Windows 8)
· Discovered and documented significant bugs using Pivotal Tracker

PROJECTS

LiveFit (http://www.github.com/jennatauro/LiveFit)

· An Android workout application that allows users to create and schedule workouts
· Used a SQLite Database with ORMLite to store, access, and update workouts and their relations
· Used dependency injection libraries Dagger and Butterknife
· Implemented ViewPagerIndicator and Lollipop Widgets to build UI

Blended (http://www.github.com/jennatauro/Blended)

· An Android library using Java Generics to allow for a RecyclerView to contain a list of items of multiple types
· Wrote an interface to create view holders and return a header title and layout resource id for each object

ArrangeTheGame (http://www.github.com/jennatauro/ArrangeTheGame)

· A Ruby on Rails application that allows a user to register and manage a soccer team
· Used Bootstrap to enhance application appearance

CaveRaider (http://www.github.com/jennatauro/CaveRaider)

· CaveRaider is a simple RPG built using libGDX to be played on an Android Device
· Used Tiled to create a tiled map with collision detection layers and TmxMapLoader to render the cave map
· Used libGDX Touchpad and knob percentage to control the direction and velocity of the sprite