Jenna Tauro

Software Engineering, University of Waterloo (2017) | 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 Java, C++, Objective-C, Javascript (React), PHP, Python, HTML, and CSS3
Tools Android Studio, Git, Mercurial, Buck, Phabricator, XCode, Parse, Eclipse, Pivotal Tracker, LaTeX

WORK EXPERIENCE

Facebook – Software Engineering Intern *May – August 2015*

· Implemented a solution to improve image quality by 2X in the Android Messenger application involving changes on both the client-side and the server-side (written in PHP)
· Managed the image quality project, made critical decisions considering network speeds available worldwide

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
· 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 iOS, Android, BB10, and Windows 8
· Discovered and documented significant bugs using Pivotal Tracker

PROJECTS

Photographr

· Developing a photo-sharing app in a team of four using React for web and Parse for the backend

PlayaPals (https://github.com/jennatauro/PlayaPals)

· Developing an iOS app in Objective-C that uses the PlayaEvents API to allow users to create, share, and view a list of events to attend in Black Rock City, making it easier to meet up with friends at Burning Man when offline

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

· An Android workout application that allows users to create and schedule workouts that uses a SQLite Database with ORMLite to store, access, and update workouts
· 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

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

· CaveRaider is a simple RPG built using libGDX Touchpad and knob percentage to control the sprite
· Used Tiled to create a tiled map with collision detection layers and TmxMapLoader to render the cave map