JENNIFER RUAN

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EXPERIENCE

Software Analyst, UI
Citigroup

July 2023 - Present Mississauga, ON

- Worked on the development of a web app for FX trading within a cross-functional team of developers and designers.
- Utilized **Angular, JavaScript** and **TypeScript** to architect dynamic and responsive user interfaces, empowering traders to seamlessly execute and monitor orders in real-time.
- Enhanced test coverage using **JEST** and **SonarQube** to ensure robust functionality and reliability.
- Collaborated in an **agile development environment** to keep projects on track and responsive to evolving requirements.
- Employed Jenkins and Openshift to enable seamless automatic deployment of builds and troubleshoot any issues within the **CI/CD pipeline**.

Software Developer Intern, Full Stack

May 2021 - Aug 2022 Toronto, ON

Winterlight Labs

- Engineered a multitude of full-stack features leveraging **React and Node.js**, translating design mockups into insightful data visualization tools to **assess product KPIs and employee performance metrics**.
- Employed **SQL** and **JavaScript** for comprehensive data analysis, catering to product team insights.
- Orchestrated the development of a RESTful API to introduce administrative capabilities, streamlining operations.
- Automated secure storage of contractor financial statements on AWS using Node.js and JavaScript.

Web Developer Intern, Full Stack

Aug 2020 - Feb 2021

Special Olympics Ontario

Toronto, ON

- Contributed to the design and implementation of interactive client-facing features utilizing Vue and Node.js.
- Led a website overhaul focusing on CSS and HTML enhancements for improved tablet and mobile compatibility.
- Conducted rigorous testing to prioritize accessibility-first design principles and optimize website performance.

PROJECTS

Financial Portfolio App. Collaborated with a team to develop an **Angular** app that seamlessly integrates with **real-time API data** sources, allowing users to buy, sell, and visualize their holdings.

2D C++ Game. A top-down 2D shooting game developed in **C++** that features procedurally generated levels and dynamic objectives. (Demo)(Code)

React Meal Planner App. Developed a **React-based** meal planning application providing users with access to a diverse range of recipes, customizable meal plans, and detailed nutritional information. (Code)

3D Unity Game. Led a team of 15 members in the creation of a goofy 3D game using Unity and C#.(Demo)(Itch.io)

EDUCATION

Bachelor of Science, University of Toronto **Major.** Computer Science (in-major GPA: 3.58)

Sept 2018 - Jun 2023

UX Design Certificate, Google Certificates

Jan 2024 - Present

SKILLS

Languages Tools JavaScript, TypeScript, HTML, CSS, SQL, Python, Java, C++, C#, C AWS, Git, Bitbucket, Figma, SonarQube, Jenkins, Openshift