Jocelyne Murphy

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SKILLS

Software
HTML/CSS, Python, C++, Git, PIC BASIC programming

Hardware
Electrical Schematics, Soldering, Wiring, Multimeter troubleshooting, PCB Board Development

Design
Figma, Adobe Photoshop & Premiere, Solidworks (Dec 2020), Procreate

Leadership
Project management, Strategic planning, Public speaking

Languages
English, French

EDUCATION

B.A.Sc Systems Design Engineering
University of Waterloo

AWARDS

TD Scholarship for Community Leadership ($70,000 - Top 0.5%)
Recognizes 20 Canadian students who have demonstrated outstanding dedication to making their community a better place

UW Alumni Women in Technology Entrance Scholarship ($5,000)
Selected on the basis of secondary school performance and extensive involvement in extracurriculars from a pool of 65 (top 0.8%) Engineering Entrance Award recipients

University of Waterloo President's Scholarship of Distinction
Entrance average of 97%

4x Provincial Medallist at DECA Ontario Business Competition
Projects involved understanding the needs of target customers and proposing cybersecurity and virtual reality solutions

SHAD Fellow
Accepted into and completed award-winning STEM enrichment and entrepreneurship program

INTERESTS

FIRST Robotics, tech for social good, hockey (Alternate Captain), camping, cinematography, student leadership

EXPERIENCE

Student Software Developer — *Auvik Networks*
JUL 2019 AUG 2019

Localization of the Auvik product
- Designed a process to translate and render the entire Auvik product in over 20 languages using Python, Jira, GitLab and AWS (Translation), allowing Auvik to enter new international markets in the future.

- Business intelligence tools
  - Developed SQL queries to gain insight into how Auvik customers use devices on their networks and manipulated the data using Python.
  - Designed interactive Looker dashboards that presented data in informative ways, improving customer support and increasing the efficiency of Auvik employees when analysing customer behaviour.

Chair — *SVP Teens Waterloo Region*
SEPT 2015 JUL 2020

- Spearheaded the rapid expansion of the youth philanthropy program, increasing the membership from 8 to 85 members in July 2019.
- Secured a $20,000 grant from the Kitchener-Waterloo Community Foundation to ensure long-term sustainability of the program.
- Screened annual grant applications and, as a group, selected one charity each year to receive funds raised by SVP Teens.
- Awarded over $22,000 to organizations supporting low-income families and youth, women's health, restorative justice programs, and children dealing with the criminal justice system.
- Personally recognized by SVP International for the success of the program, co-wrote the SVP Teens Program Guide —an extensive package of resources for international SVP chapters that want to replicate the success of the Waterloo chapter.

PROJECTS

Firefighter Robot
JAN 2020

Designed, constructed, and programmed an autonomous maze-navigation robot
- Programmed PIC microcontroller to make navigation and flame-extinguishing decisions, controlling LED, LCD, motor, and fan outputs using input from infrared wall, flame & line detection systems.
- Used electrical schematics to logically arrange and solder tracks, wires, and electrical components on handmade PCB boards.
- Created technical CAD drawings, machined raw materials using a drill press and band saw, and constructed the physical body of the robot.

SumoBot
JUNE 2019

Created a self-driving fighter robot using electrical schematics and PIC BASIC Pro
- Strategically arranged infrared sensors and programmed decision-making tactics into the SumoBot, resulting in the SumoBot defeating 12 other robots and winning the annual tournament.
- Designed the body of the robot to evade detection and increase power.

Python Game — Go Big or Go Home
JAN 2019

Programmed a game in python using GUI
- Designed the user interface, including instruction pages, graphics, user statistics displays, and win screens.
- Implemented GUI features, allowing the user to select game options using the mouse and navigate the interface using arrow keys.
- Increased the intensity of the game by implementing a feature where players first place bets on how successful they will be and, based on their success, gain or lose progress over several rounds.