

SKILLS

Software

HTML/CSS, Python, C++, Git,
PIC BASIC programming,
Responsive web development

Hardware

Electrical Schematics, Soldering,
Wiring, Multimeter troubleshooting

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, GitLab and AWS (Translation), making it possible for 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

WaterCOOLer

AUG 2020

Developed the front end and UI for WaterCOOLer, a web-application that connects university students in a pressure-free environment between study sessions.

- Designed the main interface, landing page, logo, and branding for the product using Figma.
- Developed the main interface using HTML and CSS, allowing users to easily navigate and interact with a virtual "office space" and take breaks between study sessions at the "watercooler".

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.

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.