Anzhelika Kostyuk

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EXPERIENCE

Centre for Virtual Reality Innovation – VARLab, Waterloo, ON
DLS Software Developer   **August 2022 – Present**

- Engineered performant and scalable web apps using React, JavaScript, TypeScript, and Node.js, implementing reusable components and modular architecture.
- Developed flat screen and VR learning experiences using Unity and C#, applying object-oriented principles and optimizing performance.
- Integrated APIs and developed RESTful services using Express.js and MongoDB to support backend functionality and data persistence for interactive applications.
- Led the development of onboarding projects, standardizing workflows and improving ramp-up time for new developers by 45%.
- Partnered closely with UX/UI designers, 3D artists, and instructional designers to refine user interaction flows, leading to a 23% boost in usability test performance.
- Conducted code reviews, enforcing SOLID principles, clean code standards, and test-driven development (TDD).
- Mentored 20+ co-op developers, fostering agile best practices and effective use of Git and version control workflows.

Software Developer AR/VR (Co-op & Part-Time)   **January 2021 – December 2021**

- Developed immersive 2D and 3D digital learning simulations in Unity and C#, applying Object-Oriented Programming (OOP) principles to build scalable, maintainable systems.
- Conducted unit and integration testing, identifying edge cases and minimizing production issues.
- Collaborated cross-functionally with design, content, and QA teams to align interactive features with learning objectives and user needs, improving overall experience quality.
- Engineered modular, reusable components and optimized data structures, streamlining asset management and eliminating code redundancy.

Conestoga College, Kitchener, ON
Mobile App Developer (Co-op)   **June 2020 – December 2020**

- Developed cross-platform mobile applications with integrated Augmented Reality (AR) features, enhancing user engagement and interactivity.
- Utilized Python and machine learning techniques to predict optimal mask fit for users by analyzing facial scan data.
- Authored and maintained comprehensive technical documentation to support onboarding, scalability, and knowledge transfer.
- Gained hands-on experience with Agile methodologies, participating in daily stand-ups, sprint planning, and retrospectives.

SKILLS

Technical Skills: JavaScript, TypeScript, React, Node.js, C#, Unity, Python, HTML5, CSS3, Three.js, Express.js, REST APIs, Git, GitHub, MongoDB, Vite, Vitest, Jest, Azure, Jira, Confluence, Bitbucket, MySQL, Scrum, Agile.

Soft Skills: Effective Communication, Problem-Solving, Time Management, Teamwork & Collaboration, Adaptability, Attention to Detail, Leadership, Motivation, Creativity, Trilingual in English, Ukrainian, and Russian.

EDUCATION

Conestoga College, Waterloo, ON   **September 2018 – April 2022**

Computer Programming & Analysis (Advanced Diploma) – Graduated with Distinction

VOLUNTEERING & LEADERSHIP

- Experienced in organizing coding events, including running a successful code jam.
- Active National Level Karate Referee and Karate Team Coach.

References

Jorge Alejandro Romero

Software Engineer III

Google

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Russell Foubert

Director, DLX Technology & Innovation

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Ian Kennaley

VR-AR DLX Asset Developer

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Katrina Fraser

Instructional Designer

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Jonathan Bezeau

VR-AR Software Architect

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