Laila Chamma'a

laila-chammaa | laila-chammaa | UI Design Portfolio

laylachammaa@gmail.com
Montreal, QC

EXPERIENCE

Tools Programmer Intern, Ubisoft

Montreal CA — JANUARY 2022 - APRIL 2022

- Working on a tool that allows game and level designers across the company to bring their design intentions to life by producing and sharing geolocated content on game maps using **C#, Typescript, Vue.js, MongoDB**.

Full Stack Developer Intern, CloudOps

Montreal CA — MAY 2021 - AUGUST 2021

- Implemented full-stack features of a multi-cloud management SaaS platform, using **Java** and **Vue.js**, integrating REST APIs from public and private cloud platforms.
- Worked on monetization features including allowing users to configure **pricing tiers** and generating **monthly invoices**.
- Provided rich visualization for customers by collecting WAF-related metrics and displaying them using **Apache Echarts**.
- Created mockups and worked with a design team for upcoming features.

Software Developer Intern, Autodesk

Montreal CA — SEPTEMBER 2020 - DECEMBER 2020

- Worked within an agile development team building cloud-based data management technologies in **Java, Spring Boot** and **SQL**.
- Improved an API endpoint performance by **26%** by batching calls to the database.
- Added the team's first **load tests with JMeter** to measure performance as well as **unit** and **integration tests** with Cucumber and Gherkins.
- Gave an hour **tech talk** to share my knowledge of Blazemeter and JMeter with my team.

PROJECTS

Real-time Chat WebApp - github | website

- Created a chat app that allows users to enter rooms using **React.js**, **Node.js**, and **Socket.io** for real-time data transfer.
- Added unit, integration, and end-to-end tests with **Jest** and **Puppeteer**.
- Used Github Actions to create a CI/CD pipeline to automate deployment and testing before integrating changes.

Panic Button Android App - github | mockups

- Created a **Kotlin** app that assists with and tracks panic attacks using best practices such as MVVM, Navigation Components, Dagger-Hilt, Coroutines, and LiveData.
- Designed mockups with Figma and implemented 9 fragments to match the designs as well as various services to play recordings and track attacks.

EDUCATION

Concordia University, Montreal CA — *Computer Science Co-op*

JANUARY 2019 - DECEMBER 2022 (EXPECTED)

Gina Cody School of Computer Science Scholarship 2019-2022

SKILLS

Programming: JavaScript · Java React.js · Vue.js · Node.js · Kotlin C++ · MySQL · Sass

Tools/Technology: Git · VS Code Postman · Jenkins · Figma

LEADERSHIP AND STUDENT ASSOCIATIONS

Director of Academic Affairs at SCS, Concordia University

Montreal CA — SEPTEMBER 2020 - MAY 2021

The Software Engineering And Computer Science Society (SCS) is an undergraduate student society.

- Organized **10+ workshops** for over **400 students** to learn new technologies and programming languages.

- Coordinated with companies and individuals who offered to give workshops including **Shopify**, **Unity**, **Autodesk**, and **Google**.

INTERESTS

UI/ UX design · Piano · Knitting · 3D Modeling