## LAYLA ARAB

Contact: +1 (587) 716-7898 - layla.arab@ucalgary.ca

LinkedIn: linkedin.com/in/laylaarab

#### **EDUCATION**

### University of Calgary, Schulich School of Engineering

September 2017 - April 2022

Bsc. Software Engineering; GPA: 3.6

Activities and Societies: Code the Change, Robogals, Engineering Mentor

#### **EXPERIENCE**

## Junior Software Engineer Software Development Intern

September 2021 - Present May 2020 - April 2021

Demonware, subsidary of Activision Blizzard

Worked on Demonware's Titles team.

- Built, maintained, and monitored the health of online game services.
- Supported game studios in launching titles.

#### Full Stack Engineer Intern

May 2021 - August 2021

Unity Technologies

Worked on Unity's Ads division.

- Worked on a dashboard that provides insights to studios advertising their games.
- Become proficient in developing and maintaining a large React.js codebase.

#### ADDITIONAL EXPERIENCE

# Team Lead

February 2020 - January 2021

Code the Change YYC

Lead a team in developing software for a non-profit.

#### Vice President of Sponsorships

February 2020 - April 2021

RoboGals UCalgary

Secured funds from sponsors and enlisted RoboGals for club awards.

#### SELECT PROJECTS

Calgary eBuddy Winter 2020

Calgary Hacks, 2<sup>nd</sup> place

Buddy is an Amazon Alexa<sup>TM</sup> application with the purpose of reducing depressive feelings in young adults.

**Technologies:** Uses Twilio to implement phone calls and texts, Python and Node.js micro-services, and a Django frontend. Deployed on AWS.

ScrapCycle November 2019

Code the Change Hackathon, 2<sup>nd</sup> place

ScrapCycle is a material exchange system for corporations. The platform allows businesses to advertise excess raw materials on the system.

Technologies: Uses Vaadin, a Java framework built on Spring Boot

## TECHNICAL SKILLS

Languages C, C++, JavaScript, Node.is, Typescript, Python, MySQL, MongoDB, Elastic

Frameworks OpenGL, Unity, React.js, Spark, Pandas, Hadoop

**DevOps** Docker, GitOps, Kubernetes, Puppet