



website: <https://luevrata.github.io/personal-website/>

# Elizaveta Firsova

Year 3, Computer Science Major

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## Technical Skills

Programming languages:	Java, C/C++, JavaScript (Typescript), R
Web Technologies:	React, Node.js, XML, JSON, HTML, REST APIs
Databases:	SQL Server
Testing:	JUnit
Other:	Git, VS Code, Visual Studio, Android Studio, IntelliJ IDEA

## Internships

Workday, Vancouver	09/2022 - present
<b>Software Application Engineer Co-op</b>	
<ul style="list-style-type: none"> <li>❖ Collaborated with the team to build customer-facing web-based business application using JavaScript/React alongside additional backend tools</li> <li>❖ Configured RESTful APIs and proxy endpoints</li> <li>❖ Deployed application to Linux based Node.js Web server</li> <li>❖ Actively participated in code reviews and software development using Agile/Scrum process</li> </ul>	

## Technical Projects

<b>Pumpkin Seeds Data Analysis</b>	06/2022 - 07/2022
<ul style="list-style-type: none"> <li>❖ Built classification model for pumpkin seeds based on their characteristics</li> <li>❖ Read the data from web into R and tidied it</li> <li>❖ Evaluated the best predictors for pumpkin seeds class prediction</li> <li>❖ Calculated the accuracy of predictions in general and accuracy of predictions by class</li> </ul>	
<b>College Attendance Management System</b>	02/2022 - 04/2022
<ul style="list-style-type: none"> <li>❖ Built a database in SQL Server that stored information about users and student's attendance</li> <li>❖ Developed user interface in Python using Visual Studio</li> <li>❖ Programmed triggers to change, update, delete data from database</li> </ul>	
<b>Snake Game</b>	11/2021 - 02/2022
<ul style="list-style-type: none"> <li>❖ Developed a game in Java using Android Studio which allowed user to control the snake and let it to consume food units</li> <li>❖ Designed and programmed Java graphical user interface using XML</li> <li>❖ Used handlers to allow user to interact with the game using touch screen</li> </ul>	
<b>Task Scheduler</b>	09/2021 - 11/2021
<ul style="list-style-type: none"> <li>❖ Developed an application in Java using IntelliJ IDEA to schedule user's tasks for a specific time</li> <li>❖ Created JUnit tests to test JSON and base classes</li> <li>❖ Created JSON classes to provide user an opportunity to write/read schedule to/from a file</li> <li>❖ Designed GUI using Java Swing</li> </ul>	

## Hackathons

<b>cmd-f 2022</b>	03/2022
<ul style="list-style-type: none"> <li>❖ Developed Voting System in C++ using Visual Studio</li> <li>❖ This project provides voters accurate and live statistics of the percentage of the votes for each candidate, as well as the percentage of each candidate from each province of Canada</li> <li>❖ Makes sure that each user got one vote in</li> </ul>	

## Education

<b>UBC, Vancouver</b>	09/2021 - present
<ul style="list-style-type: none"> <li>❖ 3rd year Undergraduate Computer Science student with specialization in Software development</li> <li>❖ Cumulative GPA: 87.3%</li> <li>❖ Expected to graduate May 2025</li> <li>❖ Awarded "Honor Roll Certificate"</li> </ul>	