



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

Elizaveta Firsova

Year 3, Computer Science Major

firsovalizzz@gmail.ru | 778-512-34-45 | <https://www.linkedin.com/in/evrata/>

Technical Skills

Programming languages:	Java, C/C++, JavaScript (Typescript), R
Web Technologies:	React, Node.js, CSS, 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
Software Application Engineer Co-op	
<ul style="list-style-type: none"> ❖ Collaborated with the team to build customer-facing web-based business application using JavaScript/React alongside additional backend tools ❖ Configured RESTful APIs and proxy endpoints ❖ Deployed application to Linux based Node.js Web server ❖ Actively participated in code reviews and software development using Agile/Scrum process ❖ Migrated the usages of React Redux to React Query 	

Technical Projects

Personal Website	12/2022
<ul style="list-style-type: none"> ❖ Developed a WEB based Personal Website in JavaScript using VS Code ❖ Designed and developed UI Web forms using React, HTML, and CSS ❖ Deployed website using GitHub pages 	
Pumpkin Seeds Data Analysis	06/2022 - 07/2022
<ul style="list-style-type: none"> ❖ Built classification model for pumpkin seeds based on their characteristics ❖ Read the data from web into R and tided it ❖ Evaluated the best predictors for pumpkin seeds class prediction ❖ Calculated the accuracy of predictions in general and accuracy of predictions by class 	
College Attendance Management System	02/2022 - 04/2022
<ul style="list-style-type: none"> ❖ Built a database in SQL Server that stored information about users and student's attendance ❖ Developed user interface in Python using Visual Studio ❖ Programmed triggers to change, update, delete data from database 	
Snake Game	11/2021 - 02/2022
<ul style="list-style-type: none"> ❖ Developed a game in Java using Android Studio which allowed user to control the snake and let it to consume food units ❖ Designed and programmed Java graphical user interface using XML ❖ Used handlers to allow user to interact with the game using touch screen 	
Task Scheduler	09/2021 - 11/2021
<ul style="list-style-type: none"> ❖ Developed an application in Java using IntelliJ IDEA to schedule user's tasks for a specific time ❖ Created JUnit tests to test JSON and base classes ❖ Created JSON classes to provide user an opportunity to write/read schedule to/from a file ❖ Designed GUI using Java Swing 	

Hackathons

cmd-f 2022	03/2022
<ul style="list-style-type: none"> ❖ Developed Voting System in C++ using Visual Studio ❖ 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 ❖ Makes sure that each user got one vote in 	

Education

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