

MARYAM AFSHAR



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<https://mary1afshar.github.io>

WORK EXPERIENCE

Predicta4 | Quality Assurance Intern



July 2020 – August 2020

- **Communicated** with back-end developers about **strengths and weaknesses** of website and app to enhance user experience.
- Created multiple **test cases on excel** and tested app with **MySQL workbench** to ensure users information when creating an account is the same in the database.
- Designed a **Doodly video** for Predicta4 to introduce and promote product to customers during beta version release.

City of Toronto | Swim Instructor and National Lifeguard



March 2018 – August 2020

- **Monitored** 450+ swimmers during lane and leisure swim by following rules and guarding procedures to **prevent injuries**.
- Taught 200+ swimmers ages 3-80 by using engaging activities and lesson plans to **improve swimmer's confidence** in swimming and first aid.
- Evaluated students weekly stroke reports with **great attention to detail** and communicated constructive feedback which improved swimmers by 75%.

PROJECTS

KindKart | HTML, CSS, JavaScript

- Created a **chrome extension** that allows users to see Ethics reports, view alternative shops that are more ethical and help users save with coupons!
- Won **first place** at SetHacks and currently in the process of **launching**!

Forget-Me-Not | Android Studio & Java

- Built an **app** that in **android studio** and designed in **Figma** that reminds students to take care of themselves by sending custom reminders.

WaterTrackers | HTML, CSS, JavaScript

- Architected a **website** that helps citizens prepare for a flood with a detailed to-do list, and by using **google maps API**, users can see if they are at risk of one.

Swimming Class Database | C++

- Developed a simulated **swimming class registration** program where users can add, delete, modify and view all students registered in swimming classes by using **object-oriented** programming, **inheritance** and **pointers**.

Operation game | Python, Pygame Graphics

- Implemented a **game** where users use the keyboard to collect bones without touching the border to win points within a time limit.

SKILLS

Languages & tools:

Python, C++, CSS, HTML, JavaScript & 3-D printing.

Soft Skills:

Teamwork, Communication & Leadership.

Career Interests:

Web development & design, Usability Testing & software development.

EDUCATION

Bachelor of Computer Science

University of Waterloo

Waterloo, Ontario

2020-2025

LEADERSHIP

Varsity Swim Team Captain

- Coordinated a team of 80+ swimmers in practice, training, and competitions.
- Organized small meets with other high school swim teams to prepare swimmers for official swim competitions and hosted optional practice to help swimmers with techniques.

Engineers Without Borders

- Created videos on iMovie and posters on Canva to inspire students to join the council.
- Guided my media assistants with editing and filming projects to promote the council on Instagram and Facebook.