

Myla White

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Software Engineer and Science Communicator

Skills Summary

- *Languages*: Proficient: JavaScript, Python, HTML, CSS Prior Experience: C++, Haskell, Java, C, Haxe
- *Tools and frameworks*: React, Node.js, React-Testing Library, Pytest, Emotion, Styled-Components, Tableau, InDesign, Affinity Designer, WordPress, Chrome DevTools, Docker, Jenkins, Splunk, Git, AWS, JIRA, Agile

Work Experience

Science Editor

April 2020 – April 2021

The Ubyyssey Publications Society

Vancouver, BC

- Worked cross-functionally with visuals and web development teams in designing and programming online layouts for special articles using *CSS*, *HTML*, and *JavaScript*
- Managed team of over 40 student journalists, including assigning stories based on experience level and expertise, mentoring new journalists, and editing all section stories for accuracy, accessibility, and style
- Created data visualizations using *Tableau* for various stories resulting in 13,000+ total visualization views
- Designed and copyedited print pages for western Canada's largest student newspaper using *InDesign*

Software Engineer Co-op (Gameplay)

May 2020 – August 2020

Electronic Arts – FIFA Mobile

Burnaby, BC

- Garnered both a high- and low-level understanding of gameplay through implementing fixes and improvements of gameplay sub-features, including front-end functionality using *Haxe*, the player AI system and the physics behind Head to Head matches and skill games using *C++*
- Because of my interest in storytelling and game design, also actively sought out and established relationships with various employees in the design portion of the game

Software Engineer Co-op (Full-Stack)

May 2019 – December 2019

Realtor.com – Architecture team

Richmond, BC

- Interned under Realtor.com's Head Architect, leading to collaborations with InfoSec, DevOps, and Cloud Services to develop high level knowledge of the development lifecycle, best practices, and testing methodology
- Designed and implemented a *Python* and *Jenkins* application, paired with a *Splunk* dashboard and containerized in *Docker*, to collect metadata and security information for all deployed systems at the company, resulting in daily logs used by individual developers and department managers
- Designed, implemented, and tested a *Javascript* (*Node.js*, *React.js*, *Express*, *Emotion*) and *ElasticSearch* (on *AWS*) application to serve as the front-end for the Python app, resulting in a more user-centric experience with search and stemming capabilities and 100% project coverage
- Participated in and presented at weekly Machine Learning, Architecture, and DevOps meetings, updated and created various Architectural documentation, and participated in weekly Agile sprint meetings

Digital Content Coordinator

April 2018 – August 2018

For the Love of the Game

Delta, BC

- Designed and implemented a three-day online workshop, including creating all webpages hosting the workshop using *CSS*, *HTML*, and *WordPress*, all marketing, and preparing and editing all of the digital content presented
- Achieved a 30% increase in social media interaction and a 500% increase in sales due to development of brand identity, and design and production of original graphics and social videos using *PhotoShop* and *Canva*

Education

University of British Columbia

September 2016 – May 2021

BSc Cognitive Systems & Co-operative Education Program – Dean's Honour List Awardee

- Capstone Project "Where we draw the line" – Investigated how UBC's computer science department handles ethics in its curriculum by conducting a student survey, visualizing survey results in *Tableau*, interviewing over 15 sources, and programming a custom layout for the article using *SCSS*, *HTML*, and *JavaScript*

Projects & Accomplishments

- Nominee, Best Data Journalism – JHM Awards for Excellence in Student Journalism **February 2021**
- Presenter at hackathons cmd-f and UBC Local Hack Day **2019**
- Mondrian Art Generator – Using *Haskell* and *HTML*, created an intelligent program to output artwork in the style of Piet Mondrian, based on the users' characteristics and interests **December 2018**