Natasha DeCoste

Mississauga, Ontario
natasha.decoste@gmail.com
(647) 291 8505

SKILLS

Photoshop
Illustrator
Python
Java
Haskell
HTML/CSS
C++
C#
Unity
Git

RELEVANT COURSES

Data Structures & Algorithms - *Basic data structures: stacks, queues, hash tables, and binary trees; searching and sorting; graph representations and algorithms, including minimum spanning trees, traversals, shortest paths; introduction to algorithmic design strategies; correctness and performance analysis.**

Principles of Programming - *Fundamental concepts of programming: expressions, statements, procedures, control structures, iteration, recursion, exceptions; basic data structures: records, arrays, dynamic structures; use of libraries.**

Computer Graphics (Ongoing) - *Mathematical foundations, the graphics pipeline, geometrical transformations, 3D visualization, clipping, illumination and shading models and the impact of graphics on society.**

Databases (Ongoing) - *Data modelling, integrity constraints, principles and design of relational databases, relational algebra, SQL, query processing, transactions, concurrency control, recovery, security and data storage.**

**official course descriptions*

github/devpost
natashadecoste

EDUCATION

McMaster University, Hamilton, ON. - *Bachelor of Applied Science 2018*
Pursuing Honours Degree in Computer Science, Faculty of Engineering.
SEPTEMBER 2012 - CURRENT

Port Credit Secondary School, Mississauga, ON - *Ontario Secondary School Diploma*
Focus on Science and Technology
SEPTEMBER 2008 - APRIL 2012

RELEVANT EXPERIENCE & INVOLVEMENTS

HackitMac- *Promotions/Marketing Executive*
SEPTEMBER 2015 - PRESENT
Updating, moderating and informing the undergrad tech community using media and marketing strategies. Organizing students to participate in technology events, socials and conventions.

DeltaHacks II Hackathon 2016 - *Marketing/Design Team*
Involvement in the organizational marketing, conceptual designing and logistics of McMaster's student-run Hackathon for Change January 2016.

Canadian University Software Engineering Conference 2016
Participation in seminars and workshops revolving around modern Computer Science Concepts.

Haskell Gloss Competition - *Winner, Group Submission, 2014*
Implemented Haskell's Gloss graphics to simulate a space graphical animation.

Hackathons - *Participation as Student Hacker*

The Great HamJam 'Game Jam' - *2016*
Using C++, Illustrator and cocos2D to create a themed game within 36 hours.

WildHacks Hackathon - *2015*
Integrating Unity with Google APIs to develop for Virtual Reality platforms (specifically Google Cardboard).

Yale Hacks Hackathon - *2015*
Developing front end web application utilizing MongoDB and Node.js as well as development using Oculus Rift's API's integrated with Unity.

Harvard 'Hacking Eating Tracking' Hackathon - *2015*
Harvard Medical School's Hackathon for medical research methods. Project utilizing voice recognition software to study dominance in corellation to food choices.

DeltaHacks 'Hackathon for Change' - *2015*
Working with Android Studio and Google Location APIs for Android application development.

Toronto Comics Vol. 2 - *Form and Illustration Model*
Utilizing concepts of 3D rendering, form and anatomy.

Intensive French Program - *GEOS Languages Plus Montreal, QC*
Achieved a certificate for successfully completing five weeks of reading, writing and oral communication.

CURRENT EMPLOYMENT

Chrysler Automotives - *Student Temporary Part Time Assembly Worker*
Completing laborious tasks in a timely and efficient manner.

Jamie's Italian - *Server*
Involving practical customer service and multitasking skills.