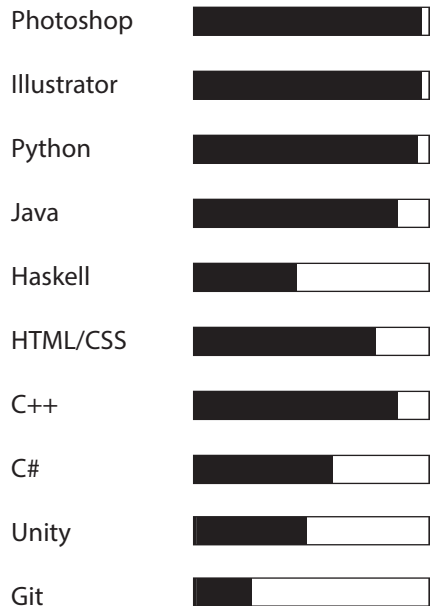


Natasha DeCoste

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SKILLS



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 correlation 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.