AVERY NG

Java | Python | JS | React | Aspiring software engineer

Ottawa | K1J 6K6

819-318-0593

ang102@uottawa.ca

ngavery

Third-year software engineering student with a strong foundation in **Java, Python, SQL,** and **React**. Passionate about working with data and building intuitive and engaging front-end experiences. Perfectly bilingual in **English** and **French** with an **8.7 CGPA**. Driven, adaptable, and eager to contribute to real-world software projects.

WORK EXPERIENCE

Student, Application Support (Sep 2025 - Dec 2025)

Brookfield Renewable (Gatineau, QC)

- Resolved 150+ IT support tickets through ServiceNow, onboarding and managing users across multiple enterprise applications
- Improved user experience by proactively resolving software and authentication issues within 2 business days
- Provided clear and professional communication to 75+ non-technical users

Piano Instructor (Feb 2025 - June 2025)

École élémentaire Des Sentiers (Ottawa, ON)

- Taught private piano lessons to students aged 4–10, fostering musical skills and a love for music
- Successfully prepared students for their first public recital, showcasing significant improvement in performance proficiency over four months

EDUCATION

Bachelor of Applied Science, Software Engineering (CO-OP)

University of Ottawa (Ottawa, ON)

- Expected Graduation date: December 2027

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TECHNICAL SKILLS

Languages: Java, Python, Javascript

Web: HTML/CSS, React, React-Bootstrap

Tools: Git, SQL, UML, Android Studio, Arduino IDE, Figma

Other: Scrum, Microsoft Office, Google Workspace

APPLIED PROJECTS

React Web Apps

Tech: React, React-Bootstrap, HTML/CSS

- Developed responsive and thoughtfully designed UIs with component-based architecture
- Deployed using GitHub Pages: *https://ngavery.github.io/averyng.github.io/*

Android Full-Stack App (*Team project*)

Tech: Java, XML, SQLite, Android Studio

- Delivered a fully functional, full-stack application, meeting all initial user requirements
- Built a login system, modest database, and responsive UIs

Accessible Syringe-Filling Mechanism (*Team project - role: mechanical/software integration*)

Tech: Arduino IDE (C++)

- Designed and prototyped an assistive device enabling visually impaired users to fill medical syringes accurately (±0.1 mL)
- Implemented sensor logic and testing workflow using Arduino IDE