

NURIDA KARIMBAEVA

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TECHNICAL SKILLS

Programming:

- Java
- C/C++
- C#
- HTML
- JavaScript
- SQL

Software:

- IntelliJ IDEA
- VS/Visual Studio Code
- Perforce/Git Bash
- Xcode
- Eclipse
- Unity
- Blender
- Android Studio
- SQL Server Management Studio

COURSEWORK:

Completed: *Data Structures and Algorithms, Object Orientation, Database Concepts and Usage, Introduction to Artificial Intelligence, Human-Computer Interaction I & II, Software Engineering I & II, Analysis of Algorithms, Operating Systems.*

WORK EXPERIENCE

JUNIOR DEVELOPER CO-OP (Work Term II)

Ubisoft Inc. / Winnipeg, MB / May 2021 – Aug 2021

- Designed and implemented new tools that would help to validate and test volumetric simulations to ensure proper functioning of the final product using C++.
- Learned Ubisoft's existing engines and tools, and how they are used in production workflows.
- Followed agile methodologies of development to ensure the best product was delivered.
- Presented concepts behind tools worked on to both a technical and non-technical audience.

SOFTWARE DEVELOPER CO-OP(Work Term I)

iQmetrix / Winnipeg, MB / Sep 2020 – Dec 2020

- Conducted manual and regression tests to ensure the projects' sustainability during situations similar to real-life.
- Completed extensive debugging for various Hub apps and the C# product to meet team roadmap deadlines and ensure parity between previous and modern versions of applications.
- Helped the team prioritize main projects by taking on tasks that were outside of the current sprint but were important to deliver.
- Participated in sprint planning, task estimations and retrospectives.
- Adapted quickly to new situations after moving onto different projects throughout my work term.

ACADEMIC PROJECTS

LEAGUE OF TOWERS

Software Engineering II / Winter 2021

- Created a desktop-based multiplayer game to interact with your friends and family virtually during COVID-19 pandemic using C# and Unity.

AWEMANY BOOKS

Software Engineering I / Winter 2020

- Created a book searching application that shows the books general information and where the user could potentially purchase it.

POINT OF SALE

Object Oriented Programming / Summer 2019

- Implemented the back-end of a Point of Sale system using Java.

PERSONAL PROJECT

SNAKE

<https://github.com/nuridak/SNAKE>

- The classic version of the game "SNAKE".
- Languages used: JavaScript, HTML, CSS.

EDUCATION

Bachelor of Computer Science Honours (Co-op Option) / Exp. Graduation: May 2023

- Minor: Psychology
- University of Manitoba, Winnipeg, MB

University Transfer Program (Stage II) in Science / Sep 2017 – Aug 2018

International College of Manitoba, Winnipeg, MB

VOLUNTEER EXPERIENCE

Peer Mentor

New Student Peer Mentorship Program / Aug 2021 - Present

- Providing support to new students as they transition into their first year of the University of Manitoba.
- Contributing to a mentoring relationship with peers by meeting regularly as a small group to discuss and share experiences, and to foster reflection and goal setting.
- Practicing active listening to provide referrals to campus resources as necessary.
- Participating in ongoing reflection and personal development as part of a community of Peer Mentors.

Event Volunteer

Go Code Girls / Feb 2019

- Assisted with the planning of an event to expose girls to programming, computational thinking and digital skills as a member of a team.
- Provided mentorship during the event to help participants stay on track and enjoy the experience they get from engaging in activities.

Volunteer

Siloam Mission / 2019 – 2020

- Participated on a team to prepare and distribute food to community members.

Orientation Assistant

International College of Manitoba (ICM) / Jan 2018, May 2018

- Volunteered to assist over 300 new international students in registering for the orientation and introducing them to ICM.
- Provided assistance to ICM staff members with organization of the events for new students.

EXTRA CO-CURRICULAR INVOLVEMENT

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| ▪ Member of Women in Computer Science (WICS) | 2018 – Present |
| ▪ "NOVA: Women in Leadership" Program | 2021 |
| ▪ Unity Workshop | 2020 |
| ▪ 2nd Annual CSSA Programming Contest | 2019 |
| ▪ Participated in CS programming competitions | 2013 – 2017 |