Oksana Zvarych

ozvarych@uwaterloo.ca
OksanaZvarych.com

3A Computer Engineering, Co-op
University of Waterloo

github.com/ozvarych
(647) 648 2814

Skills Summary

Languages & Tools	Java, JavaScript, HTML, CSS, C#, C++, Objective C, SQL, Visual Basic, XML
Frameworks	Android, Visual Studio, iOS, Git, SVN, Sequel Server, Adobe Creative Suite
Experience with	Agile Development, Full Stack Web Dev, OOP, MVC, SQL, TDD
Other Skills	Fluent in Ukrainian, Russian, and Hebrew

Work Experience

Pivotal Labs
Agile Engineer
Sep. 2014 - Dec. 2014

o Full stack Android developer for Bell TV media streaming app which has over 1 million downloads in the Google Play Store
o Frontend and backend iOS developer for internal Today Widget designed for an internal timesheet management app
o Pair programming and object oriented programming
o Test Driven Development using Robolectric, Cedar, and Jasmine

Cineplex Entertainment
Program Analyst .NET
Jan. 2014 - Apr. 2014
May 2013 - Aug. 2014

o Full stack web developer for Cineplex Connect plug-in which totals over 850,000 users
o Designing the architecture and implementing the Cineplex Connect API which is used by the Cineplex iOS App
o Google+ and Microsoft API web integration
o Responsive Design, JSON, JQuery, AJAX, SQL

Personal Projects

Xkcd Comic App	Xkcd Android app with Picasso image caching and HTTP networking
Personal Website	Developed and designed an original website with .NET backend
Pacman Game	Includes simple graphics, multiple levels, high score board, life counter, cheat codes, ghost AI and sound effects. Created in QuickBasic.
Other	Designed web wireframes. Nim, and Hangman games in Visual Basic

Education

Bachelor of Applied Science
Computer Engineering,
University of Waterloo
Sep. 2012 - May 2017 (expected)

o Algorithms and data structures, searching and sorting algorithms, recursion, fundamentals of C++ and C#, arrays and linked lists
o Operating systems and system programming, subsystems, processes