Oksana Zvarych

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3B Computer Engineering, Co-op
University of Waterloo

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Skills Summary

Languages & Tools	Java, JavaScript, Python, HTML, CSS, C#, 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

Hearsay Social
Software Engineer
May. 2015 - Aug. 2015

o Full stack web developer for Hearsay Social application
o Integrated TrapIt API to allow advisors to create RSS content feed based on keywords and alike URLs
o Updated UI/UX when displaying RSS content feed in the web app

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 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 login web integration
o Responsive Design, JSON, JQuery, AJAX, SQL

Personal Projects

Munchii
Mobile Web application integrates Yelp's API that suggests top 5 results based on your location, previous visits and bookmarked places

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.

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