

Paige Lekach

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EDUCATION

University of Alberta – BSc in Computer Engineering Software Co-op Option – Edmonton, AB

TECHNICAL SKILLS

JavaScript, TypeScript, React.JS, Next.JS, Node.JS, CSS, HTML, Java, Python, C++/C, Kotlin, AWS Services, Git Hub, Figma, Git, Jira, and Asana

WORK EXPERIENCE

Web Developer Contractor (1 Year, 2022/2023)

Freelance, Remote

- Worked as a web developer contractor to drive the front-end design and development of a medical statistic calculator for the use of neurosurgeons.
- Mocked UI designs with Figma, implemented designs in a React Framework with JavaScript, CSS, HTML and MUI Library components, connected back end API requests to front-end website, collaborated with the client on requirements for the website and adjusted designs based on feedback.

Software Developer Co-op (~1.5 Years, 2021/2022)

Intuit Canada, Edmonton, AB

- Worked on the OISP team, which handles both front-end and back-end projects.
- In the front-end, worked on fixing UI bugs, styling widgets, implementing new widget and product functionalities, and implementing a self-serve onboarding playground for customers to use in association with the teams platform. Utilized React, Typescript, CSS, HTML, and Intuit internal libraries.
- In the back-end, worked on designing and created new code functionalities using Kotlin, creating scripts in Python to analyze data, and improved performance and features of projects.
- Participated in the GED Innovation week, worked on a performance enhancement for API calls and return times, and improving the internally used system.
- Worked on projects independently and with team members through pair programming. Regularly contributed to live customer used products.

Summer Student (4 months, 2020)

54e Dev Studios, Regina, SK

- Assisted in robotics maintenance and software maintenance.
- Updated code, fixed bugs, completed testing on motors, relays, and sensors.
- Developed new code for new applications and developments to the project.
- Updated server functionality and logging.
- Worked independently and with a team and participated in stand-up meetings.

PROJECT EXPERIENCE

2023 Engineering Capstone

- Designed and implemented UEvents, an all-in-one web-based social event platform designed for students and student groups at the U of A. Like the U of A application, Bearsden, UEvents provides the opportunity for students to browse the current events and student groups at the U of A with a social aspect that encourages students to interact with groups and peers. Users can keep track of what events are upcoming and what events their friends are attending.
- Acted as Frontend team lead and drove the frontend process by designing UI through Figma, implementing the application using a React Framework with JavaScript, CSS, HTML and MUI Library components, and deploying the application through AWS.

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2021 CMPUT 301 Project

- Team development, in an agile and scrum style, on an app to track and share habits through Android Studio.
- Designed and implemented all the UI and front-end aspects of our app, designing a logo, selecting a colour scheme and app theme, implementing pages of the app like login, ability to view habits, user profile, search, and a navigation bar for the app.
- Co-ran team through sprint planning meetings and daily stand-up meetings.

2019 HackED Beta Hackathon

- With a partner, developed and created a hardware video game using Arduino in 24 hrs.
- Base of the game was implemented using an Arduino LED matrix and binary shifting.
- Using the inspiration of the video game Pong, created two player boards and a ball. The player boards were controlled by joysticks. To move the pong ball around the screen we used binary shifting and chose random starting positions to make the balls movement unpredictable. A push button was also implemented to reset the game after one of the players won.

VOLUNTEERING

Girls Who Code: Mentor

- Through Intuit, guided a group of high school girls in resume, professional, and technical development sessions.
- Provided guidance to young girls in similar situations as myself at that age, where they are considering future academic and career paths and provided helpful insights into my own academic and career path.

Future Creators Club: VP External and Mentor

- Mentoring students in Edmonton, AB junior high schools on how to create their own projects in coding, Arduino robotics, and 3-D printing.
- Being mentored by The Pod in creating our own project; a robotic arm programmed to throw a paper airplane.
- Developing useful skills in leadership on project design as well as teamwork in developing code.

U of A Computer Engineering Club: GEER Week Coordinator

- Tasks include planning and organizing GEER week as well as being on the GEER week board and being a representative of the Computer Engineering Club at the GEER Week events.

COMMUNITY, SCHOOL, AND SPORTS INVOLVEMENT

- Volunteer animal caretaker – Regina Humane Society, 2016 – 2018
- Youth Ambassador – Poltava Ukrainian Pavilion for Mosaic Multicultural Festival, 2017-2019
- Fundraising canvasser – Canadian Cancer Society, 2014 – 2018

OTHER SKILLS AND INTERESTS

Languages – English (Fluent), French (Fluent)

Skills – Highly organized, independent learner and worker, team player, punctual, follow directions well, piano and saxophone player, hockey player, wrestler

Graduated Saskatchewan Driver's License – August 2016