# ROBYN LAFLECHE

### **OBJECTIVE**

Recent graduate in Computer Science seeking a full-time position with the ability to learn and collaborate in rapidly changing environments. Eager to obtain a position that will allow me the opportunity to expand my learning and build upon my current skills in a professional setting.

### **EXPERIENCE**

### Container Unloader Young Guns Container Crew

🛗 January 2023 - Present

- Unloaded freight from shipping containers until the daily workload was complete.
- Built stock onto pallets, once it reaches a desired height the pallet is wrapped and staged to be taken by put-away drivers.

### Secretary for CAM/Engineering departments Pryor Metals

May 2019 - August 2019

- Demonstrated superior organization by receiving work orders for upcoming projects, sorting and prioritizing projects by type.
- Assured that the daily projects and orders were delivered to the correct department and scheduling upcoming projects.

# **PROJECTS**

### Portfolio Website

#### https://robynlafleche.github.io/

May 2023 - Present

- Created a responsive portfolio website using HTML, JavaScript, CSS and Bootstrap
- Hosted website directly from my GitHub repository using GitHub Pages

#### Math Worksheets Generator

### https://github.com/robynlafleche/MathWorksheetsGenerator

May 2023 - Present

- Website designed using HTML, CSS, Bootstrap and JavaScript to display math equations with input boxes for the answers.
- The answers are highlighted red/green depending on whether the answer is correct once the check answers button is clicked

### **Grocery Store**

### https://github.com/robynlafleche/SEG3125Labs/tree/main/Lab%203

February 2022 - February 2022

 Grocery Store website designed using HTML, CSS, Bootstrap and JavaScript that allows customers to browse products relevant to their profile selections

### CONTACT

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- % robynlafleche.github.io

## **EDUCATION**

### Major in Computer Science and Minor in Mathematics University of Ottawa, Ottawa

September 2017 – December 2022

### COURSEWORK

- Data Structures and Algorithms
- Object- Oriented Programming
- Introduction to Software Engineering
- Design and Analysis of Algorithms
- Analysis and Design of User Interfaces
- Database Management Systems
- · Programming Paradigms

# **SKILLS**

### **LANGUAGES**

#### **Proficient:**

HTML · CSS · JavaScript · PHP

#### Familiar:

Python · C/C++ · Java

### **DATABASE**

# Proficient:

MySQL

#### Familiar:

Firebase

### **TOOLS**

#### **Proficient:**

Visual Studio Code

#### Familiar:

Git · Android Studio