

# Ece (Selin) Uz

[in](https://selin-uz.in) /selin-uz | [G](https://selinuz.com) /selinuz | [C](https://selinuz.vercel.app) selinuz.vercel.app | [✉](mailto:eceselinuz2@gmail.com) eceselinuz2@gmail.com | [📍](#) Vancouver, BC (can relocate)

## WORK EXPERIENCE

### Dayforce Inc.

Jan. 2025 – Aug. 2025

*Project Coordinator / Internship*

Remote

- **Led a high-impact ServiceNow rollout**, collaborating with an external vendor and internal stakeholders.
  - Facilitated **requirements-gathering** sessions to map current processes and define roadmap.
  - Created and managed **Jira epics** and user stories to support agile delivery across teams.
  - Identified **risks** and escalated to leadership as needed to mitigate delays and maintain delivery momentum.
- **Coordinated a company-wide migration from on-premise to cloud**, facilitating the move of **247 VMs**.
  - Led cross-functional meetings with development teams to unblock issues and gather status updates.
  - Designed and distributed a weekly project newsletter to **align technical/business teams** and leadership, a format adopted by 4 additional programs following positive leadership feedback.
- **Supported a company wide remote event** organized by internal operations, reaching **80%** attendance.

### SAP Canada Inc.

Sep. 2022 – Apr. 2023

*Technical Project Coordinator / Internship*

Vancouver, Canada

- Automated security vulnerability notifications for 100+ teams, resulting in a **100% reduction in overdue issues**.
  - Developed a **Python** script integrated with **Jenkins (CI/CD)** in collaboration with the security intern.
  - Presented project proposal to the VP and stakeholders, securing approval due to its impact.
- Managed **Jira for 100+ global teams**, ensuring alignment with SAP standards.
  - Reviewed workflow change requests for feasibility and implemented in test.
  - Built an automated SAP Analytics Cloud dashboard to identify workflow discrepancies.
- **PM for internal learning platform**: managed a team of 8 interns, prioritized features, led sprint planning.
- Led weekly meetings with the VP, QA leads, and managers to address priority issues and quality concerns.

## EDUCATION

### University of British Columbia (UBC)

Sep. 2020 – May 2026 (expected)

*B.Sc. in Computer Science / cGPA: 84.3%*

Vancouver, Canada

- Recipient of the Karen McKellin International Leader of Tomorrow Award ↗, a full-ride scholarship (totaling approx. CA\$300,000.), awarded to 25 of 1,000+ global applicants for leadership and academic performance.
- Serving as a student liaison on the Committee for Outreach, Diversity, and Equity (CODE) ↗ for 2 years.

## LEADERSHIP EXPERIENCE

### UBC Women in Computer Science ↗

May 2025 – Present

*Co-President*

Vancouver, Canada

- Driving strategic planning for **a team of 30**, aligning 6 subteams and managing relationships with **12 sponsors**.
- Overseeing **end-to-end execution of 20+ annual events**, including a hackathon, regional conference, collaborations with other clubs and events with sponsors, **reaching 400+ unique students** annually.

## PROJECTS

### Advisor Help (RAG Chatbot) | Python, FastAPI, LangChain, OpenAI

Jun. 2025 – Present

*Co-Creator & Product Lead*

- Developed a chatbot to simplify information access, continuing it as academic research to enhance functionality.
- Designing human-in-the-loop workflows for student feedback and admin validation to improve accuracy.
- Building admin-facing tools to improve system oversight, adaptability, and long-term scalability.
- Developing analytics dashboards for admins to uncover usage patterns and guide data-driven improvements.

### Feral Freedom (Video Game) ↗ | C++, OpenGL

Sep. 2024 – Dec. 2024

*Product Manager & Frontend Developer*

- Collaborated with a team of 6 to build a 2D pixel-art survival game with AI-driven patrols and resource collection.
- Originated the project idea, broke user stories into actionable tasks and facilitated weekly scrums for agile delivery.
- Implemented core gameplay mechanics including life system, inventory, stats, interactive menus and animations.