

# Ece (Selin) Uz

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📍 Vancouver, BC (willing to relocate)

## SKILLS

### TOOLS/PLATFORMS

Unity • Jira • Jenkins • MS Office

### PROGRAMMING LANGUAGES

C++ • C# • Python • JavaScript • SQL

### WEB TECHNOLOGIES

React • HTML • CSS

## WORK EXPERIENCE

### PROJECT COORDINATOR (INCOMING) | Dayforce Inc. | Remote

January 2025 – April 2025

- ✦ Joining the Product & Technology PMO to support product launches by coordinating efforts across teams.

### TECHNICAL PROJECT COORDINATOR | SAP Labs | Vancouver, BC

September 2022 – April 2023

- ✦ Automated the process of notifying 100+ teams on their security issues, **resulting in a 100% reduction in overdue items.**
  - ✦ Developed a **Python** script integrated with **Jenkins in a CI/CD pipeline** in collaboration with the security intern.
  - ✦ Presented the project plan to the VP and other stakeholders, securing approval due to its significant impact.
- ✦ **Managed a team of 8 interns** as PM for the internal LMS platform, prioritizing product features and leading sprint planning.
  - ✦ Analyzed attendee survey data using SAP Analytics Cloud to create product roadmaps aligned with user needs.
- ✦ **Led the weekly meetings with the VP**, QA leads, and managers to address priority issues and quality concerns.
  - ✦ Updated key slides to summarize critical information before meetings and presented the overdue security issues.
- ✦ Managed **Jira for 100+ teams worldwide**, ensuring alignment with SAP standards.
  - ✦ Reviewed workflow change requests from teams for feasibility and implemented if actually needed.
  - ✦ Made an automated SAP Analytics Cloud dashboard to identify workflow discrepancies, ensuring platform consistency.

## EDUCATION

### UNIVERSITY OF BRITISH COLUMBIA (UBC) | Dean's List | cGPA: 83.8%

September 2020 - May 2026 (expected)

Computer Science, Bachelor of Science

- ✦ Recipient of the KMILOT Award 🏆, **a full-ride** given to 25 out of 1000+ global applicants for exceptional leadership skills.

## VOLUNTEERING EXPERIENCE

### VP EXTERNAL | UBC Women in Computer Science

May 2024 – Present

- ✦ **Leading a team of 5 overseeing 10 sponsors** to coordinate outreach and organize events for underrepresented genders.
- ✦ Facilitating clear communication and collaboration across team, **ensuring successful event execution.**

## PROJECTS

### FERAL FREEDOM 🗄️ | Frontend Developer & Project Manager

September 2024 - December 2024

- ✦ Collaborated with a **team of six** to develop a 2D pixel-art survival game featuring AI-driven patrols, Undertale-style encounters, and resource collection mechanics.
- ✦ Designed and implemented core frontend features using **C++ and OpenGL**, including a lives system, HP bar, inventory, stats displays, and interactive start, pause, and game over screens.
- ✦ Originated the project idea from a true story, defined the product vision, broke down milestone requirements into actionable tasks, and led weekly scrum meetings, ensuring smooth development.

### POCKET PELVIS: AR BIRTH ANIMATION 🗄️ | Developer & Project Manager

January 2024 - April 2024

- ✦ Identified a user experience issue with the baby model becoming lost in AR mode. Implemented a recenter feature in **Unity using C#**, allowing users to reset the model's position, enhancing functionality in both AR and non-AR modes.
- ✦ Integrated Lean Touch for intuitive touch-based interaction, improving the user experience by enabling rotation and scaling of the 3D model for better exploration of the birth process.