Shaina Mae Rosell

📱 (403) 542-6527 📍 Calgary, Alberta, Canada 🌐 shainarosell.me

✉ shaina.mrosell@gmail.com in linkedin.com/in/shainamrosell/

Highlights

- Creative and detail-oriented person with strong organizational skills as proven in working with multiple complex projects dealing with multiple entities or objects.
- Task-Oriented: Capable of prioritizing tasks and following instructions accurately. Displays persistent attention to the job and motivation to achieve optimal results.
- Dependable and conscientious on any given work that is assigned whether it's working independently or collaboratively. Exceptional work habits such as multi-tasking and managing time efficiently as demonstrated on excellence in school.
- Communication: Demonstrated through writing opportunities in course projects, presentations held among professors and peers, and interactions between groupmates in a team for projects
- Keen to persist through challenges, quick learner, and shows capacity and willingness to learn.

Programming Languages, Programs & Frameworks

Dabbled in	Some experience/Used in the past		Most experienced in	
Reactjs	MySQL	CouchDB	HTML	CSS	Nodejs
	Python	Java	C++	Javascript	
			Git	jQuery	

Education

2017 – present **Bachelor of Science: Computer Science - University of Calgary**

- **Cumulative GPA:** 3.67/4.0
- **Dean's List** (2018-2019, 2019-2020 school year)
- **Scholarships received**: Jason Lang Scholarship, Alexander Rutherford High School Achievement Scholarship

Relevant & Project Experience   **Full Portfolio website:** shainarosell.me

*More info about the projects listed here (and more) will be available in my personal website

July 2020 – Aug 2021 **Intern – Software Developer at O2 Planning + Design**

- Job duties:
  - Design and code fast, secure, and scalable web applications (back-front end)
  - Research and develop data visualization and analysis tools
  - Support team in field data collection activities
  - Maintain, debug and improve existing codebase and database
- Languages and Programs: (HTML, JS, CSS, Node.js, jQuery,d3.js), CouchDB, ArcGIS

Winter 2020   **Restaurant API System**

- *Course: Data Base Management System*

  Term Project in a team-based environment. Developed a relational database using entity-relationship models to plan and design the relationship between entities in the database and converted those to a relational model to furthermore visualize how it will be structured in the data base management system, MySQL. Used Node.js + Express and MySQL to develop the web API and Postman for testing and documentation of all endpoints and methods.

  Languages & Programs: Node.js + Express, MySQL, Postman

Fall 2019   **Designing a Tutor Finder app**

- *Course: Human Computer Interactions 1 UX/UI Design* - behance.net/HCIProject

  Understanding user centered design; Investigation, ideation, prototyping and evaluating to create a tutoring mobile app interface. Activities involved research, creating prototypes, presentations to our peers for each stage of the project and collaborating with other teams to improve our app design. We created a mobile app interface with only a front-end functionality for our high-fidelity prototype with Adobe XD.0

  Languages & Programs: Adobe XD

Winter 2019   **Scholarship System Software**

- *Course: Introduction to Software Engineering*

  Following through an agile methodology, applied the principles of software engineering to the design, development, maintenance, testing, and evaluation of computer software in a team-based environment which was presented to peers and the professor. I worked closely with the other team members to connect the back-end logic of the application to the front end which was created with JavaFX with Eclipse.

  Languages & Programs: Java, JavaFX

Winter 2018   **Term Project: Battleship Game**

- *Course: Intro to Computer Science II*

  Emphasis on object-oriented analysis and design using Java as the chosen programming language. With a team of four, created UML diagrams to plan and design the structure of the game which consisted of two versions, the GUI version and the text version. The GUI interface was solely developed by me by manually coding JavaFX without the help of IDEs such as Eclipse.

  Languages & Programs: Java, JavaFX

Volunteer Experience

Sept 21, 2019   **Science Takeover at the Central Library through Science Student Experience**

- Managed a Photo Booth for kids and handing out freebies with five other volunteers

2010 - 2015   **Altar Server at St. Anthony's Parish, Calgary, Alberta**

- Working together with other altar servers for organizing and preparing the mass for big occasions such as Christmas and Easter Vigil
- Perceiving what needs to be done during the mass and doing it