Shaina Mae Rosell

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Highlights

- Visual and creatively oriented person with strong organizational skills and attention to detail as proven in working with multiple complex projects dealing with multiple entities or objects.
- Communication: Demonstrated through writing opportunities in course projects and presentations held among professors and peers.
- Task-Oriented: Displays persistent attention to the job and can stay focused for long periods of time. Capable of prioritizing tasks and following instructions accurately.
- Exceptional work habits such multi-tasking and managing time efficiently as demonstrated on excellence in school
- Keen to persist through challenges through problem solving when learning a new skill.

Education

2017 – present   **University of Calgary – Computer Science, Bachelor of Science (BSc)**

- **Cumulative GPA:** 3.67/4.0
- **Dean's List** (2018-2019 school year) - Recognizes outstanding achievement by students in the Faculty for achieving a grade point average of 3.60 or above over all University of Calgary courses taken during that period.
- **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

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.

Winter 2019   **Scholarship System Software**

- **Course: Introduction to Software Engineering**
  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 while following through an agile software development process.

Fall 2019   **Designing a Tutor Finder app**

- **Course: Human Computer Interactions 1 UX/UI Design -** behance.net/HCIProject
  The goal was to learn about the User-Centered Design Process; Investigation, Ideating, Prototyping, and Evaluating. We created a mobile app interface with only the front-end functionality for our high-fidelity prototype with Adobe XD.

Fall 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.

Volunteer Experience

Sept 21, 2019   **Science Takeover at the Central Library through Science Student Experience**
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
- Involvement and performance for special events at the church

Programming Languages

Dabbled in	Some experience/Used in the past	Most experienced in
HTML **CSS** **React**	**Python**	**Java** **C++**

Hobbies & Interests

- Keeping alert to new computer hardware and seeing computer builds
- Learn more design-oriented things in this field such as creating websites or web api's
- Gaming
- Reading: Enjoys all things fiction.