Shaina Mae Rosell

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Full Portfolio website: shainarosell.me

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.

Programming Languages & Frameworks

Dabbled in Some experience/Used in the past Most experienced in HTML Python Java

CSS

React

Education

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

MySQL

- 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

*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.

Languages & Programs: Node.js, 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.

Languages & Programs: Java, JavaFX

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.

Languages & Programs: 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.

Languages & Programs: Java

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
 Altar Server at St. Anthony's Parish, Calgary, Alberta

2010 - 2015

- 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

Hobbies & Interests

- Keeping alert to new computer hardware, seeing computer builds. And improving my own build.
- Learn more design-oriented things in this field such as creating websites or web api's
- Gaming: from single-player story driven games to strategy games such as auto battlers
- Reading: Enjoys all things fiction.