

Shannon Veitch

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Work Experience

Cisco Systems Canada Co.
Software Engineer

May – August 2018

UW Faculty of Mathematics
Undergraduate Teaching Assistant

September 2017 – April 2018

- Managed tutoring sessions to provide effective instruction and feedback to up to 40 students
- Marked assignments and provided instructors with evaluations on student performance

Agriculture and Agri-Food Canada
SharePoint Analyst

May – August 2017

- Developed custom features for clients in JavaScript to increase functionality of SharePoint web pages
- Optimized data transferral from an Access database to the SharePoint environment via PowerShell scripts
- Performed data analysis in R on site statistics to resolve bugs and improve user experience

Extracurricular Activities

UW Capture the Flag (CTF) Club
Workshop Presenter

September 2017 – present

- Researched and developed an informative presentation on computer networking, including information regarding the 4 Layer Internet Model, DNS, IP/TCP Protocols, and Link Layer responsibilities
- Presented an Introduction to Computer Networks workshop to undergraduate and graduate students

enTech Computer Club
Software Developer

January – April 2017

- Collaborated with a team to develop a web interface to browse a drug information database
- Developed scripts in Python to scrape web pages to populate the database

UW Faculty of Mathematics
Math Faculty Ambassador

January – April 2017

Education

2B Combinatorics & Optimization, Honours Coop, 2021

University of Waterloo

Skills and Interests

- **Familiar with:** C++, C, JavaScript, Python, Maple, Bash, R, Java, Git
- **Languages:** Intermediate French; Basic Spanish
- **Interests:** Cryptography, computer networking, systems programming

Projects

Frequency Analyzer

- Implemented a program in C++ to decrypt ciphertexts encrypted with a Vigenère cipher
- Analyzed frequencies of letters in ciphertext and compared to known frequencies of letters in the English alphabet

Quadris

- Collaborated with a classmate to develop a Tetris-like game using C++ and Git
- Used the object-oriented programming paradigm, Decorator, Factory, and MVC design patterns to implement the command-line game with text and graphical displays