Angela Kravcevich

Software Developer

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Education

- **Trinity College Dublin** — Co. Dublin, Ireland
  Masters in Computer Science — *2013-2014*
  - Relevant courses: Graphics and Console Hardware, Real-Time Animation,Real-Time Rendering,Artificial Intelligence.
  - My Masters research project focused on motion synthesis and animation.
- **Trinity College Dublin** — Co. Dublin, Ireland
  B.A. in Computer Science — *2009-2013*
  - Graduated with **1st Class Honors** and achieved a 1st in three out of four years of my degree.
  - Relevant courses: telecommunications, database design, assembly language, software engineering, computer graphics, distributed systems, data structures & algorithms, functional programming, computer architecture, computer vision, mobile communication as well as multiple individual and group projects.

Work Experience

I chose to leave SAP to take a career break so that I could focus on personal projects, such as building a personal website and enhancing my core JavaScript knowledge.

- **SAP** — Dublin, Ireland
  UXD UXaaS - Software Developer — *September 2014 - May 2017*
  - I worked as a full stack developer on an Agile team where some of my tasks included: planning and grooming features, writing quality code, implementing new front end designs, as well as writing unit tests, integration tests and e2e automation.
  - I originally started working on xRay, a plugin for Fiory applications that improves user experience and provides application learning. Some of the technologies I worked with include JavaScript, HTML, CSS and SAPUI5 development toolkit, with source code managed using Gerrit. Selenium automation was run on Jenkins and tasks where managed using JIRA.
  - For the last 2 years I was working on SAP BUILD, which is an application that provides a comprehensive set of tools that allows a user to learn, design, test and publish an application using either low fidelity prototypes or fully designed web application using UI5. The application is coded using JavaScript, HTML, CSS, LESS, AngularJS 1, Node.js, REST API calls with a MongoDB and Mongoose back end. Automation technology included Jasmine, Mocha and Chai for unit and integration tests as well e2e running Cucumber and Selenium.
  - I got an opportunity to represent BUILD at TechEd Barcelona and d-kom, talking with customers in hands-on sessions as well as giving Demos of the project.

- **MasterCard** Dublin, Ireland
  inControl - Software Engineer Intern *January 2013 - August 2013*
  - I was part of a small project team following the ADAPT Agile process, working hand to hand with the customer planning the design and features for the project.
  - Developing high quality code for a new internal website from scratch using technologies such as Google Web Toolkit, Java, XML formated database calls, Sonar and Subversion.
- **GV2 at School of Computer Science and Statistics** Dublin, Ireland
  Research and Developer Internship *June 2012 - November 2012*
  - I originally started working on incorporating occlusion culling in the already existing Metropolis project, a virtual reconstruction of Dublin City Center and Trinity College Dublin. Working with technologies such as C++ and Ogre3d.
  - Later I was assisting with motion capture post processing working with Vicon Blade 3.
- **Symantec** Dublin, Ireland
  Software Engineer Internship *June 2011 - August 2011*
  - Working in the SES Department on an internal employee support website that allowed employees to rent hardware and software.
  - I was working with technologies such as Django and Python as well as later I worked on supporting a legacy system written in ASP.NET, Visual Basic and C#.

Individual Projects

- **Personal Resume Website**
  - I created sheogora.com for the purpose of displaying my art work, projects and body paintings, as well as to practice hosting and setting up a website from scratch.
  - The website was developed using Node.js, AngularJS 1, Express, Sass, Bower and hosted using Heroku.
- **Motion Synthesis Using Relative Joint Distances**
  - I was involved in research and development of a system to generate new motion capture files from a set of basic ones. The main principle involved evaluation of existing motion capture files based on their similarity to each other and constructing a motion graph which recorded available transition points that are used to blend between two motions.
  - Coded in C++ and OpenGL.
- **Other**
  - Developed a BDI decision making architecture with Machine Learning that uses N-Armed Bandit Problem as its basis idea for a default Hunter bot in Unreal Tournament 2004 in Java.
  - Developing an encrypted game of Tic Tac Toe over a network in Python.
  - Wrote a tutorial on M2Crypto for Python X509 certificates and RSA encryption.