

# ELLIE SMITH

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Results-driven Computer Science student with a strong interest in UX design and Product Management. Passionate about application development, user-interface, and visual design. My entrepreneurial spirit drives creative solutions in every project I undertake, underpinned by a strong work ethic. I have applied my talents to technology development, marketing, and leadership roles, while excelling in problem-solving, adaptability, and teamwork.

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## EDUCATION

### BA in Integrated Computer Science | Trinity College Dublin

Expected Graduation: May 2025

Expected Mark: I

### High School Diploma | Harborfields High School

Weighted GPA: 100.96%

Super-scored SAT: 1420 (top 5%)

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## WORK EXPERIENCE

### Software Engineer Intern | [Frontier Design Group](#)

May 2024 - Present

- Developed new feature enhancements for the popular video editing app, Video Star, focusing on improving user efficiency and interaction
- Navigated a pre-existing codebase with complex code structures across multiple in-app pages and features
- Collaborated with senior developers to understand best practices and maintain coding standards

### Tech Developer & Digital Marketing Specialist | [Breakthrough Maths](#)

July 2023 – September 2024

- Led the re-design of the company website, logo, and social media platforms to align with re-branding initiatives
    - Utilized design skills and took into consideration the user's experience to produce a high functioning website
  - Produced engaging marketing content, encompassing advertisement graphics and video editing, leading to a 31.2% reduction in marketing expenses over the year and a 19.2% increase in social media followers in the last quarter
  - Managed client queries and comments across various social media platforms, fostering positive interactions and strengthening brand-consumer relationships
  - Contributed to the development of a platform allowing students to virtually answer questions while on a video call with their tutors
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## TECHNOLOGY EXPERIENCE

### Team Leader & Backend Engineer | Qualcomm

January 2024 – April 2024

- Worked with Qualcomm and a team of other students to develop a video game using WebGL for my Software Engineering module at Trinity College Dublin
- Chosen as one of the top 10 from a total of 31 different teams in the module
- Took on the role of Team Leader:
  - Organized and led team, scrum, and client meetings
  - Delegated roles to team members and monitored progress
  - Liaised between team members, the client, and the demonstrator for efficient communication
  - Demonstrated teamwork skills by mentoring and helping team members with tasks

## Backend Engineer & Scrum Master | Genesys

January 2023 – April 2023

- Developed an Accommodation Helper Bot with Genesys and a team of other students for my Software Engineering module at Trinity College Dublin
  - Won the Software Engineering Project Industry Award from a total of 33 different teams in the module
  - Worked alongside other team members on the planning and implementation of the chatbot's query flow diagram
  - Focused on user experience by sending out surveys and understanding how potential customers would use the application
  - Took on the role of Scrum Master:
    - Delegated team tasks to focus on each week
    - Documented progress week to week
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## LEADERSHIP EXPERIENCE

### DU Computer Science Society Secretary | Trinity College Dublin

2023 - 2024

- Facilitated and maintained records during weekly meetings, including upcoming and past events, individual committee member progress, and attendance
- Communicated between society members and committee through weekly emails detailing upcoming events, internship and scholarship opportunities, and feedback forms
- Started a Tech Exchange initiative where members could list their used technology for sale to give it a new home. The society won the Sustainability Award at the Trinity Central Societies Committee Awards for this initiative when compared to sustainability endeavors in other Trinity societies

### Computer Science Class Representative | Trinity College Dublin

2022-2023

- Coordinated communication between students and teachers, facilitating assignment extensions and resolving issues within courses
  - Fundraised for, and organized, class events to foster community among the 150-person course, while also demonstrating effective budget management and fundraising skills
  - Demonstrated strong interpersonal skills in mediating conflicts between students and faculty, ensuring a positive learning environment for all
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## TECHNICAL SKILLS

### Programming Languages:

- Java (Advanced)
- Python (Advanced)
- JavaScript (Advanced)
- CSS (Advanced)
- Objective-C (Advanced)
- Swift (Advanced)
- React
- HTML
- C
- Arm Assembly
- Prolog

### Design & Coding Tools

- GitHub (Advanced)
- Adobe Photoshop (Advanced)
- Adobe Lightroom (Advanced)
- Final Cut Pro (Advanced)
- Procreate (Advanced)
- CapCut (Advanced)
- Bitbucket
- WordPress
- XML & UML