

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.

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%)

WORK EXPERIENCE

Software Engineer Intern | Frontier Design Group

May 2024 - Present

- Developed intuitive and efficient keyboard shortcut commands into the popular video editing app, Video Star
- 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
- Bitbucket
- WordPress
- XML & UML
- Adobe Photoshop
- Adobe Lightroom
- Final Cut Pro
- Procreate
- CapCut