# SHANNA BALFOUR

# PROFESSIONAL SUMMARY

Emerging software professional eager to build skillset with highvalue contributions. Applies diverse range of knowledge to create quality code. Focused on growth and development, with keen interest in user-centred design.

#### **EDUCATION**

**BSc**, **Applied Computing**, 09/2018 – 06/2022 University of Dundee

#### **EXPERIENCE**

## **Hackathon**, 03/2022

**Dundee University Computing Society** 

 Received a prize for creating a game as a team of three where the user must round up ducks to protect them from a hungry fox, using C# in Unity

# Event Manager, 02/2020 - 06/2021

Women in STEM Society University of Dundee

- Worked as a team of eight to instate, organise, and maintain the Women in STEM Society
- Planned and efficiently organised activities, details and timelines for large- and small-scale events

## **Class Representative**, 10/2020 – 06/2021

University of Dundee

 Responsible for communicating feedback between staff and students in the class in a constructive and effective manner

# Hackathon, 03/2020

Major League Hacking

- Worked as a team of four to create a website which could create a virtual environment based on the location the user chooses
- Created a website using HTML, and CSS with the hope of easing the stress of being inside during the lockdown
- Managed the project across two different time zones, with a time constraint of 48 hours

## Hackathon, 02/2020

**Dundee University Computing Society** 

- Worked as a team of three to create a procedurally generated game within 24 hours
- Awarded a prize for creating a procedurally generated game using C# that allows the player to play against Al





SHANNABALFOUR1@GMAIL.COM

### Visit my website:

https://shannaraebalfour.azurewebsites.net/

#### **Experience with:**

- HTML
- CSS
- JavaScript, React
- Bootstrap
- C# / .NET
- C
- C++
- Java
- Python
- SQL
- GitHub
- Figma
- Agile

#### **Relevant Courses:**

- Agile Software Engineering
- User Experience (UX)
- Users and Interfaces
- Human Computer Interaction
- Web Authoring
- Object Oriented Programming
- Big Data Analysis
- Artificial Intelligence
- Computer Architecture
- Physical Computing