Shaya Selincourt

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EDUCATION

University of British Columbia – Okanagan
Major: Computer Science | Minor: Psychology
Attending from: 09/2018 - present
Expected graduation: 12/2021
Kelowna, British Columbia, Canada

Penn State Scranton
Major: Information Science and Technology
Attended from: 08/2017 – 04/2018
Scranton, Pennsylvania, USA

SKILLS

Technical Skills

Proficient:

- Data structures
- Algorithm analysis
- Object-oriented programming
- Android development
- Java
- P5.js and Processing
- XML

Familiar:

- HTML and CSS
- Bootstrap
- JavaScript
- Python
- Kotlin
- SQL and Relational Databases

Additional Skills

- Software Development Methodologies
  - Agile development
  - Feature-driven development
  - Rapid-application development
- Version Control
  - Git/GitHub
  - Unit testing
  - Integration testing
- UI Design
  - Material Design knowledge
  - Prototyping
  - Gestalt principles
  - Promoting accessibility
- Soft skills
  - Leadership
  - Oral and written communication
  - Lifelong learner
  - Interorganizational collaboration

Relevant Coursework

- Web Programming *(in progress)*
- Project Management *(in progress)*
- Intro to Networks *(in progress)*
- Visual Perception *(in progress)*
- Data Structures and Algorithms
- Software Engineering
- Human Computer Interaction
- Intro to Programming 1 and 2
- Intro to Databases
- Computer Graphics
- Machine Architecture
- Calculus 1 and 2
- Computer Ethics

EXPERIENCE

Lead Organizer
BC Hacks 2.0, 07/2020 – present

- Leading a 15-member team adapting BC Hacks for digital delivery due to COVID-19. Currently have raised $4,500 CAD in sponsorship funds.
- Conceptualized and executed BC Hacks Lite, a 12-hour hackathon with 46 participants meant to iron out our workflow for digital hackathons.
- Developing and publishing the BCHacks 2.0 website at bchacks.io with JavaScript, Bootstrap, and CSS for visuals and Git for version control.

Sponsorship Coordinator
BC Hacks, 10/2019 – 02/2020

- Handled logistics and communication for 8 sponsors prior and during BCHacks, UBCO's first MLH partnered hackathon with 163 participants.
- Procured support for BCHacks which totaled $16,000 CAD by attending career events and networking with local and national companies.
- Sustained communications with staff from local schools resulting in 8 hackathon judges and promotion of BCHacks to a diverse audience.

President
UBCO Computer Science Course Union (CSCU), 02/2020 – present

- Leading a remote course union collaborating with members in various time zones preparing students for transition into the technology industry.
- Increased member retention by overhauling our internal operations, event planning, and marketing strategies to account for our digital nature.
- Collaborated with UBCO Girls in Tech to run and moderate a panel of technology interns that helped an attendee get a job at Microsoft.

Python Tutorial Video Author
Kite.com, 03/2020 (laid off due to COVID-19)

- Created accessible Python tutorial videos by writing scripts, shooting video footage of the code, and recording an audio walkthrough.
- Performed research on topics such as maze solving and distilled the content down to be understood by a non-technical video host.
- Had begun developing a Python maze generator and solver showing the workings of several common pathfinding algorithms.

PROJECTS

Epidemic Simulator App
Personal Project – In Progress

- Utilized Java, Processing, and Kotlin to develop an educational simulation to help visualize the mechanics of disease spread and hygiene.
- Optimized performance by 500% by implementing a Quadtree to handle collision detection and improved stability with JUnit unit testing.
- Designed the UI in XML to respond to screen size, follow Material Design standards, and ensure accessibility through color and contrast.

Ag Connect Social Network
Human Computer Interaction @ UBCO – Completed: 04/2020

- Collaborated with a 4-member team following Agile principles to build a horizontal prototype social network to help seniors combat loneliness.
- Wrote the front-end components for finding and chatting with new friends in Java and integration tested code with a master build on GitHub.
- Designed an accessible, straightforward UI in XML after incorporating feedback from our target audience and applying course concepts.

Augmented Reality Chess
Personal Project – Completed: 02/2020

- Developed a version of chess in augmented reality with Android Studio to deepen my understanding and passion for augmented reality.
- Utilized Google's ARCore and Sceneform to handle plane detection and Java for displaying permissable moves and the game logic.
- Designed custom 3D models and textures for the chess pieces and chess board using 3D modeling and photo editing software.