

ELLENA TZAVELAS

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INFORMATION TECHNOLOGY GRADUATE

Multimedia graduate specializing in developing effective and user-centric designs for web-based products. Strong communication and collaboration skills with experience working in teams and with stakeholders on multi-faceted projects. A quick learner that is passionate about creating interesting and impactful designs.

TECHNICAL SKILLS

Languages & Frameworks: React.js, JavaScript, HTML, CSS, Django, PHP, Java (Android Studio), C# (Unity)

Tools & Workflows: GitHub, JIRA, Trello, Figma, REST APIs, MySQL

EXPERIENCE

Software Developer Co-op

Sept 2023 – Dec 2023

Irdeto

- Developed reusable ReactJS components with Typescript and SCSS, implemented fully embedded dark mode and loading skeletons
- Participated in two week Agile Sprints and code reviews with JIRA and GitLab
- Performed E2E testing with Playwright, and unit testing with Storybook
- Fixed front-end bugs and filed bug reports with the PrimeReact component library when fixes were not possible
- Collaborated with multinational employees on ensuring correct and validated data field information for a hackathon Ukraine aid web application

Technical Editor

Jan 2022 - Aug 2023

Nokia

- Assisted in updates on the global company site using internal CMS tools as part of a company rebranding process
 - Edited and formatted technical documents published globally for networking certifications
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EDUCATION

Bachelor of Information Technology with High Distinction – Interactive Multimedia and Design, Web & User Interfaces/Experience Stream

Sept 2020 – April 2025

Carleton University

Advanced Applied Arts Diploma

Sept 2020 – April 2025

Algonquin College

PROJECTS

Team Lead, Infrastructure and Environmental Programmer

Sept 2024 – April 2025

Capstone Project – The Little Robot I *Carleton University*

- Led weekly scrum meetings with Trello and Github to check project health, and align designers and developers
- Built core infrastructure in C# and Unity by implementing additive asynchronous scene management, main game states, and menus with accessibility features
- Developed reusable puzzle scripts in C# for spawning, destroying, moving 3D objects, and camera controls with the Cinemachine plugin
- Collaborated with the creation of user testing documents, performed think-aloud and survey testing with participants according to research ethics guidelines to guide design choices

Web Frameworks Project**Sept 2024 – Dec 2024**Garden Planner | *Carleton University*

- Created a garden planning application with Django models, views and templates that populates garden information from an API
- Built a front-end onto the Django back-end with ReactJS and react-router to greatly improve the user experience

Mobile Application Project**Sept 2024 – Dec 2024**Event Scheduler | *Carleton University*

- Created mid-fidelity wireframes with Balsamiq and mobile UX flows with Figma to determine the most efficient design
- Implemented a PoC multi-page Android app of the design using Java with persistent Fragment ViewModels for creating and updating events and notifications

Agile Development Project**Jan 2022 – April 2022**Arkive Flashcard Site | *Carleton University*

- Collaborated in a team of 6 over two Agile sprints to create a flashcard study tool website
 - Assisted with the creation of Relational and ER diagrams, and contributed Javascript, PHP, SQL, HTML and CSS with Bootstrap to site pages to query, and manage flashcards
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VOLUNTEER EXPERIENCE**Student Intern****July 2019 – Aug 2019***Irdeto*

- Spearheaded a company-wide user-testing report to evaluate the use cases of a company iOS application in development
- Fixed a softlocking bug in the company's iOS mobile application with Swift

Student Member**Sept 2016 – June 2020***Community FRC Team 2706: Merge Robotics*

- Collaborated with like-minded students to build a 150 pound competition robot in 4 months, and assisted with integrating Java automatic climbing code onto the team's GitHub codebase
- Performed various outreach activities in the Ottawa area including public exhibitions to promote our team, fundraising events, and S.T.E.M. workshops for youth