

ELLENA TZAVELAS

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INFORMATION TECHNOLOGY GRADUATE

Multimedia graduate specializing in developing effective and user-centric designs for web-based, mobile and game products. Strong communication and collaboration skills with experience working in teams and with stakeholders on multi-faceted projects. Passionate about creating interesting and impactful designs.

RELEVANT SKILLS

JavaScript and React.js
REST APIs and Django
HTML and CSS

Java with Android Studio
C# with Unity
PHP with MySQL

UX skills with Figma
Agile workflow with Trello and JIRA
Version control with git and GitHub

PROFESSIONAL EXPERIENCE

Software Developer Co-op

Sept 2023 – Dec 2023

Irdeto

- Implemented reusable, component-driven ReactJS features to the company's web application project using Typescript and responsive SCSS, including adding fully embedded dark mode and loading skeleton capabilities
- Tracked progress and tasks through two week Sprints following the Agile methodology with JIRA, and using GitLab for version control and code reviews
- Performed end-to-end testing of application workflows with Playwright, as well as unit testing of individual components with Storybook
- Fixed front-end bugs in the codebase and filed detailed bug reports with the external PrimeReact component library when fixes were not possible
- Collaborated with multinational employees on a hackathon web application in support of Ukraine by allowing users to manage and donate items, particularly working on ensuring correct and validated data field information

Technical Editor

Jan 2022 - Aug 2023

Nokia

- Assisted in content and web formatting updates on the global company site using internal tools as part of a company-wide rebranding process and documented on JIRA
 - Performed editing and formatting of technical documents in Microsoft Word and PowerPoint that were made available globally and published as paid courseware 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 task tracking to check project health, and foster collaboration between designers and developers
- Laid the foundation for the project in C# through Unity by implementing core game infrastructure including additive asynchronous scene management, main game states, and menus with accessibility features
- Implemented environmental scripting elements in C# through Unity including flexible and reusable puzzle scripts for spawning, destroying, moving 3D objects, as well as camera development using the Cinemachine plugin
- Assisted in creation of user testing documents, as well as performing think-aloud and survey testing with participants according to research ethics guidelines to inform key game decisions

Web Frameworks Project

Sept 2024 – Dec 2024

Garden Planner I *Carleton University*

- Created a garden planning and management application that interacts with an API to populate garden information and store it in relational Django models, allows user interactions with Django views and displays the information with Django templates
- Implemented a component-driven single page application using ReactJS and react-router as a frontend built onto the Django backend to greatly improve the user experience of the garden application

Agile Development Project

Jan 2022 – April 2022

Arkive Flashcard Site I *Carleton University*

- Collaborated with five other students to plan two 2-month sprints using the Agile project management framework including regular scrum meetings, sprint goals, product backlogs, and product roadmaps for a functional flashcard study tool website
- Collaborated with the creation of Relational and ER diagrams to represent all necessary data for the site including users, flashcard decks, and individual flashcards
- Contributed several pages to the website using HTML, CSS, JavaScript, and PHP with MySQLi including a page where users can query public flashcard decks by specific attributes, and a user library page where users can sort, view, delete and create flashcard decks

VOLUNTEER/EXTRACURRICULAR EXPERIENCE

Student Intern

July 2019 – Aug 2019

Irdeto

- Spearheaded a company-wide user-testing report to evaluate the interface and responsiveness of an iOS mobile application in development and a report of improvements was documented.
- Determined the cause of an existing softlocking bug in the company's iOS mobile application Swift codebase, fixed it, and documented the process. Application is currently deployed worldwide to construction transportation operators.

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 made key contributions such as assisting with the integration of automatic climbing code with Java into 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