YEVHEN KAZNOVSKYI

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Education

University of Alberta — **Apr. 2024 (expected)**
Bachelor of Science in Computer Science with Honors — *Edmonton, AB*
- Dean's Honor Roll in Fall 2021/Winter 2022
- Alexander Rutherford Scholarship
- Jason Lang Scholarship
- NOVA Chemicals Chemistry Scholarship

Skills

- Programming languages: Python, JavaScript, HTML, CSS, C++, Java, Assembly, C#, SQL
- Technology Stack: jQuery, Next.js, React, Bootstrap, Tailwind CSS, .NET MVC, CMS, Firebase, XML, Selenium
- Project management methodologies and tools: Agile, Scrum, XP, Jira, Azure, Git
- Fluent in English, Ukrainian and Russian

Experience

Software Developer Intern — **Jan. 2023 – Aug. 2023**
CATALIS — *Edmonton, AB*
- Effectively managed a team of 5 Front-End interns by providing comprehensive training and continuous mentoring throughout their internship program.
- Resolved issues with the municipal website's Alberta Emergency Alerts during Alberta's wildfire season by fixing deprecated API and redesigning the alert UI.
- Conducted regular code reviews and QA processes to ensure adherence to industry best practices and maintain high standards of code quality.
- Implemented websites for towns with populations of up to 35000 residents, transitioning from a hybrid work format while attending university to full-time in-person work.

Front End Developer Intern — **Sep. 2022 – Jan. 2023**
CATALIS — *Edmonton, AB*
- Continued development of municipal websites and received new responsibilities as part of a company re-branding, such as working on websites for Canada and the United State with populations of up to 25000.
- Showed initiative by using Python and Selenium to create brand new automation scripts for transferring files during content migration, saving several hundred hours of manual labor.
- Resolved over 25 tickets, including Front End, Back End, and SQL Server Management issues.

Front End Developer Intern — **May 2022 – Sep. 2022**
MuniSight, All-Net — *Edmonton, AB*
- Fully responsible for developing design matching and mobile-responsive municipal websites.
- Member of a small Agile team, participated in daily stand-up and used agile tools like Jira. Developed with ASP.NET MVC framework, using a CMS and Azure version control.
- Acquired knowledge of web development by altering HTML files, styling with custom CSS and the Bootstrap framework. Wrote scripts with JavaScript's jQuery and ASP.NET Razor Syntax to access server-side data with C#.

Projects

Fallen - Web Indie Game | *JavaScript, HTML, Trello, Git, Scrum*
- Developed and released a fully functional Indie game in a team of 6 members using JavaScript and HTML.
- Built 7/14 mini-game systems in JavaScript, performing testing and debugging that reduced game errors by 25%. Processed game sprites and asset sheets in GNU Image Manipulation Program and organized the design document.
- Placed Top 3 in UofA Game of the Year Award hosted by Edmonton Direct.

HabitHelper - Android App | *Java, Firebase, Android Studio, XML, Git, Agile*
- Implemented the front and back-end of an app in a team of 5 that allows users to create and track habits with an Android Studio application using Java in Android Studio.
- Responsible for 30% of the back-end collection, storage and organization of user data using Firebase and Java. In charge of the front-end development of intuitive UI, display of user habits and followers search tabs.
- Constructed app flowcharts and UML diagrams and followed Agile Software Development Principles.

References

- Available upon request.