

PROFILE

I am a focused, goal-driven individual who strives to bring enthusiasm and a high standard of professionalism to the workplace, both in independent and team environments. I have experience in many areas of programming, including mobile applications, full-stack development, data structures and algorithms, databases, and general object-oriented programming. As a soon-to-be Carleton University computer science graduate and a former WWDC scholarship winner, I am ready to apply my wide range of both work and personal experience to new and exciting challenges.

- **Strong ability to quickly learn new technologies and skills**
Acquired through extensive professional work experience and personal projects
- **Excellent oral and written communication skills**
Practised through coordination with clients and other developers by both email and phone
- **Time management and prioritization skills**
Developed through ongoing careful prioritization of tasks in the workplace
- **Problem solving and analytical skills**
Acquired through debugging and resolving issues occurring in production environments
- **Keen attention to detail**
Gained through meticulously completing client feature requests in compliance with specs

EDUCATION

CARLETON UNIVERSITY Ottawa, ON SEPT 2015 - APRIL 2020
Bachelor of Computer Science, Mobile Computing, Co-op
Final Year Undergrad | 11.2 CGPA (A) | 11.3 Major CGPA (A)

- Dean's Honour List each year

EXPERIENCE

TRIPADVISOR Needham, MA JAN 2019 - JUNE 2019
Software Engineering Co-op, iOS Development
Swift | Objective-C | Xcode | CocoaPods | Jenkins | Jira

- Abstracted large sections of MVVM architecture-based code for the iOS app's Restaurant Detail page to prepare for future server-side switch to GraphQL
- Refactored and updated several UI components on the Restaurant Detail page to improve clarity of information and facilitate future development
- Implemented features that directly integrated with iOS system technologies, such as a Siri shortcut that enables customers to find and choose nearby restaurants on a whim

TRIPADVISOR Ottawa, ON MAY 2018 - AUG 2018
Software Engineering Co-op, Full-Stack Development
Java | JavaScript | SQL | GraphQL | Kubernetes | IntelliJ | Jenkins | Jira

- Implemented a Java microservice within a Kubernetes environment, enabling restaurants and agencies to purchase advertisements on the TripAdvisor website in bulk
- Created an internal tool to help determine and track microservice dependencies and versioning, increasing the efficiency of future development work
- Analyzed and modified code throughout the tech stack in order to fix user-facing bugs, impacting an audience of millions worldwide

TRAVELCLICK Ottawa, ON
Integration Specialist Co-op

MAY 2017 - DEC 2017

Java | SQL | XML | JavaScript | Eclipse | Jenkins | Rally

- Integrated TravelClick's proprietary software with that of clients and partners by connecting remotely to their servers and providing them with custom code
- Liaised with clients and vendors by both email and phone to co-ordinate integrations and ensure client and guest satisfaction
- Wrote extensive technical documentation for colleagues and future hires

PROJECTS

SCIENCE STUDENT SUCCESS CENTRE IOS APP

SEPT 2018 - DEC 2018

URL: <https://apple.co/33RRbim>

Swift | Xcode | CocoaPods | SQL | JavaScript | Heroku

- Created an iOS app for Carleton University's Science Student Success Centre, allowing students to track grades, book appointments with mentors, view upcoming events, and more
- Developed a back-end JavaScript server separating event web scraping from the app, increasing app performance and improving ability to push updates related to web scraping

TWISTER - ENDLESS DODGING, WITH A TWIST

MAR 2019 - MAR 2019

URL: <https://apple.co/39rNLE6>

Swift | SpriteKit | AVFoundation | Swift Playgrounds | WWDC19 Scholarship

- Designed and developed a game using Swift Playgrounds in under 10 days, which won me a student scholarship (one of 350 worldwide) to WWDC, Apple's annual developer conference
- Taught myself to use a variety of iOS APIs, including SpriteKit and AVFoundation
- Transitioned the game from a Swift Playground project to an app available on the App Store

PERSONAL WEBSITE

JAN 2017 - APRIL 2020

URL: www.averyvine.com

HTML | CSS | JavaScript | Bootstrap | jQuery | JSON | Firebase | Jekyll

- Originally developed a fast and responsive web application that RESTfully interacted with a Node.js web server, before migrating it to a static Firebase backend in early 2018
- Visually and internally overhauled the site in late 2017, providing a better and more aesthetically pleasing platform on which to advertise my abilities and accomplishments

VOLUNTEERING

SCIENCE STUDENT SUCCESS CENTRE

SEPT 2017 - APRIL 2020

URL: sssc.carleton.ca/mentor/avery-v

Team Lead for Computer Science | SSSC Mentor

- Elevated the Faculty of Science by helping undergraduate students define and achieve their academic, career, and social goals
- As Team Lead, brainstormed ways to provide engaging events and resources for CS students
- Conducted mentoring sessions to help students succeed in a post-secondary environment

PERSONAL

- WWDC (Apple's developer conference) Student Scholarship winner (2019)
- Winner in 3 categories at Concordia University's ConUHacks III (2018)
- Avid jazz and classical pianist for 17+ years
- 2nd degree black belt in karate
- Video game enthusiast