EDUCATION

McMaster University
Bachelor of Engineering,
Software Co-op | Class of 2020

SKILLS

PROGRAMING

PROFICIENCY BREAKDOWN

Language	Years' Experience
HTML & CSS	8
PHP	8
SQL	8
Python	5
Java	4
JavaScript	3
Angular	1.5
C	1
Go	0.5

DATABASES
MySQL, Excel, Data entry, Data cleaning, Database design

DESIGN SKILLS
Requirements gathering, Human computer interfacing, GUI design, Development life cycle, Software Design, Unified Modeling Language (UML)

TOOLS
React, Git, CI/CD pipelines, Scripting, ServiceNow, Linux / Unix, Unit testing

OTHER
Agile methodologies, Kanban, Basic Networking Protocols and Security, Change management / ITSM, Word, PowerPoint, Photoshop

SOFT SKILLS
Problem-solving, Conflict management, Delegation, Self-motivation, Logical reasoning, Brainstorming, Questioning

CONTACT DETAILS

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MARLEE ROTH
Software Engineer with Full Stack Experience

SUMMARY

As a full stack developer, my ambition is to learn fast, captivate quickly, and sink my teeth into every new technology. I possess exceptional drive, strong communication skills, and am a lateral thinker.

WORK EXPERIENCE

CGI Canada   May 2019 – August 2019
Web and Mobile App Developer
- Created a metric tracking productivity application using an *Angular* and *NodeJS* frontend with a *Java Spring* API backend interfacing with a *PostgreSQL* database.
- Improved process efficiency saving dozens of Executive Directors hours per week with implementation and roll-out of the app.

Bell Canada   May 2018 – August 2018
Junior Full Stack Developer
- Designed, implemented, tested, and deployed an automated KPI tracking dashboard using *MongoDB, JavaScript*, and *PHP* which increased process analyst productivity by 5%.
- Automated the role of an analyst using *Ansible* playbooks (an automation tool). The tool triaged and completed standardized tickets.

Deep Foundations - Acquired by GFL   May 2017 – August 2017
Operations Assistant – App Development
- Assisted operations coordinator in the development process of multiple applications for resource allocation.
- Architected an end-to-end experience for users taking continuing input from the end user and the existing system into consideration.
- Trained employees on the new system with lunch and learns, and training sessions.

PROJECTS

- **Bot Ross -** Built a painter **robot** with a group of 7 people that recreates images as physical paintings on a canvas with *Python*.
- **SlimeOut -** Created a slime pet simulator **game** like a Tamagotchi with turn-by-turn battling with a group of 5 using *Unity* and *C#*.
- **Personal Website -** Coded a personal **website** with custom bootstraps *CSS* and *JavaScript* to showcase design skills.
- **Pizza4U -** Set up a pizza ordering **website** with a team of 4 using *JavaScript*, *Bootstraps*, and *Node.JS*
- **Liquid Rescale -** Developed a liquid rescale **application** (image scaling) in a team of 3 for Linux using the seam carving algorithm in *C++*.
- **BeerBuddy -** Worked with 5 others to create a beer review **application**. The app suggest beer based on the user's past choices using *Java*.

EXTRACURRICULAR ACTIVITIES

- **VP Development**, Software Engineering Society   2019 - Present
- **Co-op Ambassador,** Engineering Co-op   2018
- **Comedy Writer,** McMaster Engineering Musical   2017 - Present
- **VP Marketing**, Software Engineering Society   2016 - 2019
- **Volunteer,** Engineering Recruitment   2015 - Present
- **Student Member,** Woman in Engineering Society   2015 - Present