Chloe Law

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EDUCATION

Concordia University   **2020 – Present**
Bachelor of Engineering – Software Engineering Co-op   *Montreal, QC*
- Member of the Institute for Co-operative Education
- Courses: Data Structures and Algorithms, Management, Measurement and Quality Control, Software Process

Dawson College   **2017 – 2020**
Diploma of College Studies – Health Sciences   *Montreal, QC*
- Honor Roll Student (2017-2018, 2019-2020)

WORK EXPERIENCE

Software Developer Part-Time   **July 2022 – Dec 2022**
Prodapt   *USA (Remote)*
- GUI Automation with Robot Framework and Python while utilizing multiple Virtual Machines
- Direct collaboration with an international development team

Software Developer Intern   **Jan 2022 – April 2022**
Rogers Communications   *Montreal (Remote)*
- Deploy and run automatic tests remotely
- Utilizing mainly Python, Linux and Jira in an Agile software development

Test Automation International   **Sept 2021 – Dec 2021**
Énergir   *Montreal (Remote)*
- Elaborate and run automatic tests remotely
- Utilizing mainly Java, Maven and Bitbucket in an Agile software development

PROJECTS

Robotic Machine   **Nov 2022 – Jan 2023**
- Coded the robotic driving system and arm system with Arduino controlled by a Bluetooth PS4 controller connected to multiple PCP boards
- Collaborated with engineers from other programs

Dice-based Fantasy and Strategy Card Video Game   **Sept 2022 – Dec 2022**
- Create a Dungeons & Dragons inspired card game with Unity and C# by employing design principles and techniques such as game mechanics, game balance, aesthetics, asset creation, programming
- Documented the process and presented the phases as the game creation progressed

2D Side Scrolling Run-and-Gun Shooter Video Game   **Sept 2022 – Nov 2022**
- Created a Sunset Riders inspired game with Unity and C# to implement aspects of computer gaming such as basic game design, storytelling, and narratives
- Implemented two versions of the game in addition to the basic game play with graphics, sound, and music

Mini Game Machine   **Sept 2022 – Nov 2022**
- Created a Pong and Tic-Tac-Toe mini game with Unity and C#
- Self-taught and first game created with Unity

SKILLS

Operating Systems | Windows • Linux

Applications | Microsoft Office • Eclipse • Microsoft Visual Studio • Visual Studio Code • IntelliJ IDEA • PyCharm • Rider • WebStorm • PHPStorm • Clion • GoLand • MATLAB • Arduino

Programming | Java • Python • C# • C++ • C • Go • Kotlin • JavaScript • PHP • HTML • CSS • SQL • Swift • Ruby

Other | Github • KiCad • LaTex • Bitbucket • SAP • Postman • Gherkin

Languages | French • English • Cantonese (Spoken)

PROFILE

- A global citizen with great autonomy, fast adaptation to new cultures, and foresight abilities gained through attending an international primary school in Hong Kong and international secondary school in Montreal.
- A strong background in the health science by pursuing organic chemistry, biology and physics through Cegep and musicality by playing various musical instruments.
- Excellent teamworking, communication and interpersonal skills gained through years of involvement in extracurricular and volunteering activities, as well as customer service experiences through previous part-time and summer jobs.
- Strong leadership, organizational, multitasking and time-management skills developed by being an active student in associations.

LEADERSHIP

Vice-President of Social Affairs at Engineering & Computer Science Association   **May 2021 – Present**
Concordia University
- Coordinate with other societies and associations to host events such as Frosh, Halloween parties, wine and cheese
- Contact, organize and coordinate venue and locations for events

Delegate at the Engineering Games   **Jan 2022 and Jan 2023**
Jeux de Génie du Québec
- Worked with esp32 boards and Arduino for the machine movement in the machine competition
- Created the program for the entrepreneurship competition using the Arduino Uno with an LCD display screen

COMPETITIONS

Re-engineering Competition   **Jan 2022**
Compétition Québécoise d'Ingénerie
- Working in teams of 2 for 6 hours to find a solution to improve and optimize a pre-existing product
- Present the solution to a table of judges and answering their questions regarding our product

IEEEXtreme Programming Competition   **Jan 2022**
IEEE Advancing Technology for Humanity
- A global competition where students compete against each other to solve a set of programming tasks
- Working in teams of 3 during a 24-hour time span

Badger's Sett Entrepreneurial Competition   **Oct 2020, 2021, 2022**
Concordia Engineering Games
- Participant since the First Edition Badgers' Sett Entrepreneurial Competition in teams of three
- Won third place for displaying the highest standard in entrepreneurial creativity and exhibition (2020)