

Mariel Yonnadam

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EDUCATION

University of Waterloo
3B Term - Expected 2018

Bachelor of Computer Science, Honours
Awarded the President's Scholarship for achieving a 90 - 94.9% average entering first year.

Courses taken include: STAT230, STAT231, CS246, CS341, CS348, CS349, CS350, CS360, CS456, CS486

SKILLS

Software Development

Java (Android), Python, C++, Javascript (Node.js), SQL, NoSQL

Web Development

HTML5, CSS3, Javascript (React, jQuery, Angular.js)

Design

Photoshop, Illustrator, After Effects

EXPERIENCE

Shopify
Jan 2017 - Apr 2017

Front End Intern
Worked on the Shopify Shipping team. Implemented new cross compatible UI components and maintained code on the Shopify merchant dashboard.

SAP
Sept 2015 - Dec 2015

Application Developer / Designer Intern
Worked on several projects involving IoT, real time data streaming, beacons, and web development.

TD
Jan 2015 - May 2015

Interaction Design Intern
Designed and developed consumer banking applications from prototype to finished product. Used Photoshop, Java (Android), Angular.js, Node.js, and MongoDB.

Kik
May 2014 - Aug 2014

UI/UX Design Intern
Independently designed assigned tasks (app design, graphic design) with a high degree of quality.

PROJECTS

Bump

Bump - [More](#)
A stranger-to-stranger chat application. Designed with scale in mind. Created with WebRTC, React, React Native, NodeJS, and Redis.

Rack'Em	<p>Rack'Em - More</p> <p>Real-time web-based eight-ball pool game created using WebSockets, React, ThreeJS, and NodeJS. Code written with best practices and great experience in mind (i.e. steady and smooth FPS, performant code required for mobile devices).</p>
Whiteboard	<p>Whiteboard - More</p> <p>A simple web-based whiteboard created using jQuery, HTML5 canvas, and vanilla javascript.</p>
DrawThis	<p>DrawThis - More</p> <p>Real-time web-based drawing and guessing game created using NodeJS, Socket.IO, jQuery, and HTML5 Canvas. Originally created for recreational purposes. Gained over 20,000 unique players on Facebook and reached a steady 4,000-5,000 monthly active players before being acquired.</p>
Tic Tac Toe	<p>Tic Tac Toe AI - More</p> <p>Implemented iterative minimax algorithm using HTML5, CSS3, and Node.js.</p>