

Irene Honrade Mayor

Calgary, Alberta

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EDUCATION

Master of Digital Media

Graduation December 2020

- Centre for Digital Media Program
- GPA: 4.0
- Partner Institutions: University of British Columbia, Simon Fraser University, British Columbia Institute of Technology, Emily Carr University of Art + Design

Bachelor of Science in Computer Science

Graduation November 2018

- Concentration in Human-Computer Interaction
- Completed 14-month Internship Co-op Program
- GPA: 3.7
- University of Calgary

TECHNICAL SKILLS

Computer Languages: C#, Java, JavaScript, C/C++, PHP, Python, Haskell, SPARC and ARM Assembly

Tools and Applications: Tizen OS, TestFlight, Visual Studio App Centre, XCode, Visual Studio.NET, Git, Microsoft HoloLens, Kinect SDK, Unity, MongoDB, MS SQL Server, Node JS, Jupyter Notebook, SignalR, D3

ADDITIONAL SKILLS

Teamwork: Experienced in working with teammates with diverse skillsets both in small and large teams both academically and in an industry environment

Communication: Completed MDM program to further develop skills working with teammates and clients that do not have a technical background

Language Proficiency: Received International Baccalaureate (IB) Bilingual Diploma with French Immersion

WORK EXPERIENCE

Unity Software Engineer

Truly Social Games Studio

Aug 2020 – July 2021

- Managed code quality standards for in-client features through code reviews
- Maintained feature related documents and in-code Confluence documentation
- Developed client features in Unity for both iOS and Android mobile deployment
- Reviewed server API documentation, code and fellow teammate work
- Responded promptly, concisely and clearly to non-technical designer and QA inquiries
- Collaborated with coworkers across disciplines and backgrounds in feature discussions

Software Developer
MDM Program

Jan 2020 – April 2020

Project: Implement an inter-device communication proof-of-concept system feature between Samsung smart watch and Samsung SmartTV

Client: Samsung

- Collaborated with a diverse skillset team to develop and design a system that communicates between smart watch and smart TV
- Familiarized with Tizen OS development
- Implemented and wired circuitry for independent Arduino NFC reader
- Utilized web requests and SignalR to establish communication between devices

Full-Stack Java Software Developer

Oct 2018 – Aug 2019

Shareworks by Morgan Stanley *formerly known as Solium*

- Familiarized with Pentaho, Postman and tools like Jenkins that helped manage the large testing process
- Collaborated with other developers, quality assurance testers, and other department stakeholders directly in an Agile Development process
- Participated in onboarding sessions into the company equity plan management domain to implement required features and understand the code base

Software Developer Intern

May 2016 – Aug 2017

Agile Surface Engineering Lab at the University of Calgary

- Worked on various projects of a mix of AR projects using the Microsoft HoloLens, machine learning projects for social data analysis and data visualization of simulation logs
- Collaborated with a small team in an Agile Development process with weekly sprints, regular industry client partner demonstrations and pair programming
- Familiarized with various tools and technologies like Unity, Microsoft HoloLens Development, Google Tango Application Development, SignalR Servers, Object Orientated Databases, MongoDB, and JSON parsing, NLTK Python Libraries

Research Assistant

May 2015 – May 2016

Agile Surface Engineering Lab at the University of Calgary

Project: Investigate how multi-surface environments can support emergency response

- Collaborated with a team to develop a prototype multi-surface system for usage in an Emergency Operation Center which is noted in a published conference paper
- Familiarized with SQL Server Database management and LINQ
- Utilized Twilio API to implement a feature which allows users to communicate SMS and MMS messages with the system through on-the-fly registration